INTRODUCTION

ABOUT DESTINY

Our destiny lies above us, in the stars.

From beyond our tiny pale blue dot in the night sky, the Traveler came to us, lifted us. We reached out across the solar system and beyond.

We built cities on Venus, Mars, and beyond; we explored the depths of the planets and the edges of our solar horizon. The brightest Golden Age of our species' history, we learned so much, we saw so much. But we were not alone. The Traveler did not come to us unnoticed.

Something pursued the Traveler, a vast and terrible Darkness. It found the Traveler. It found us.

Our civilization was ruined, cast down. Humanity was nearly extinguished. The Traveler gave everything to stop the Darkness, to cast it back into the yawning black spaces between the stars. We did not perish. But we lost so much. And the Traveler fell silent, floating above our last city.

Fragments of the Traveler's Light, Ghosts of its former glory awakened, sought out those among us who could protect us, defend us, and give us hope for the future.

They are Guardians. You are a Guardian.

Rise, Guardian, and look up. To the stars.

Our destiny awaits.

FIELD MANUAL

WELCOME TO DESTINY

Welcome to Destiny.

This guide is meant to be a companion, so you can dig a little deeper into the universe of Destiny. We prepared this book working alongside Bungie. We asked, and asked, and asked, and they answered (and then some).

The volume you hold provides advice on every facet of the game, whether PvE or PvP. We go through every mission on every planet, we cover all of the foes of humanity you will encounter, and we examine all the weapons, powers, and abilities that make up the Classes. If you simply want a broad overview of the game and its systems, read through this chapter, the Field Manual. This is also the place to look for information on each of the three Classes and all of their abilities.

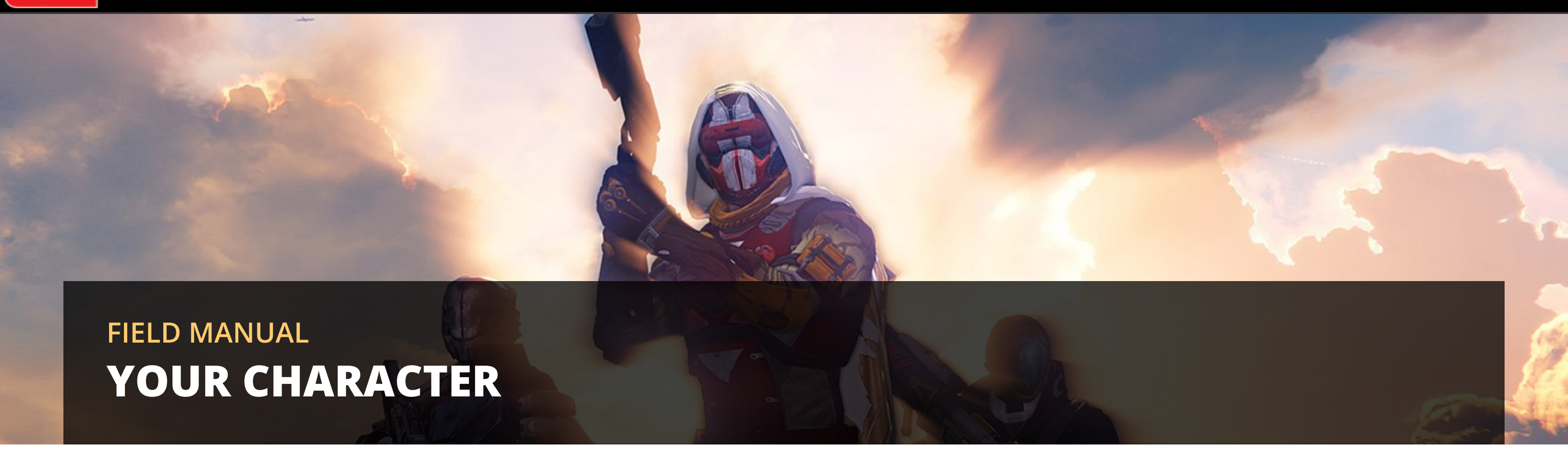
The walkthroughs were written as spoiler-free guided tours of the solar system and its PvE content, but if you really don't want to know anything before you see it with your own eyes for the first time, skip the walkthroughs and the Codex chapters and come back when you're ready.

The Codex contains information about all of the foes you encounter in the missions across the planets.

The Armory is where to go when you're ready to really dig into the systems behind Destiny's weapons. This guide shows how every gun in the entire game is built from scratch, and all of the possible combinations of weapons you can find out there are discussed.

Finally, the Crucible is where to head for information about battling and training with your fellow Guardians in PvP.

Enjoy Destiny, explore it, talk about it. And look to the future, because this is just the beginning...



FIELD MANUAL

YOUR CHARACTER

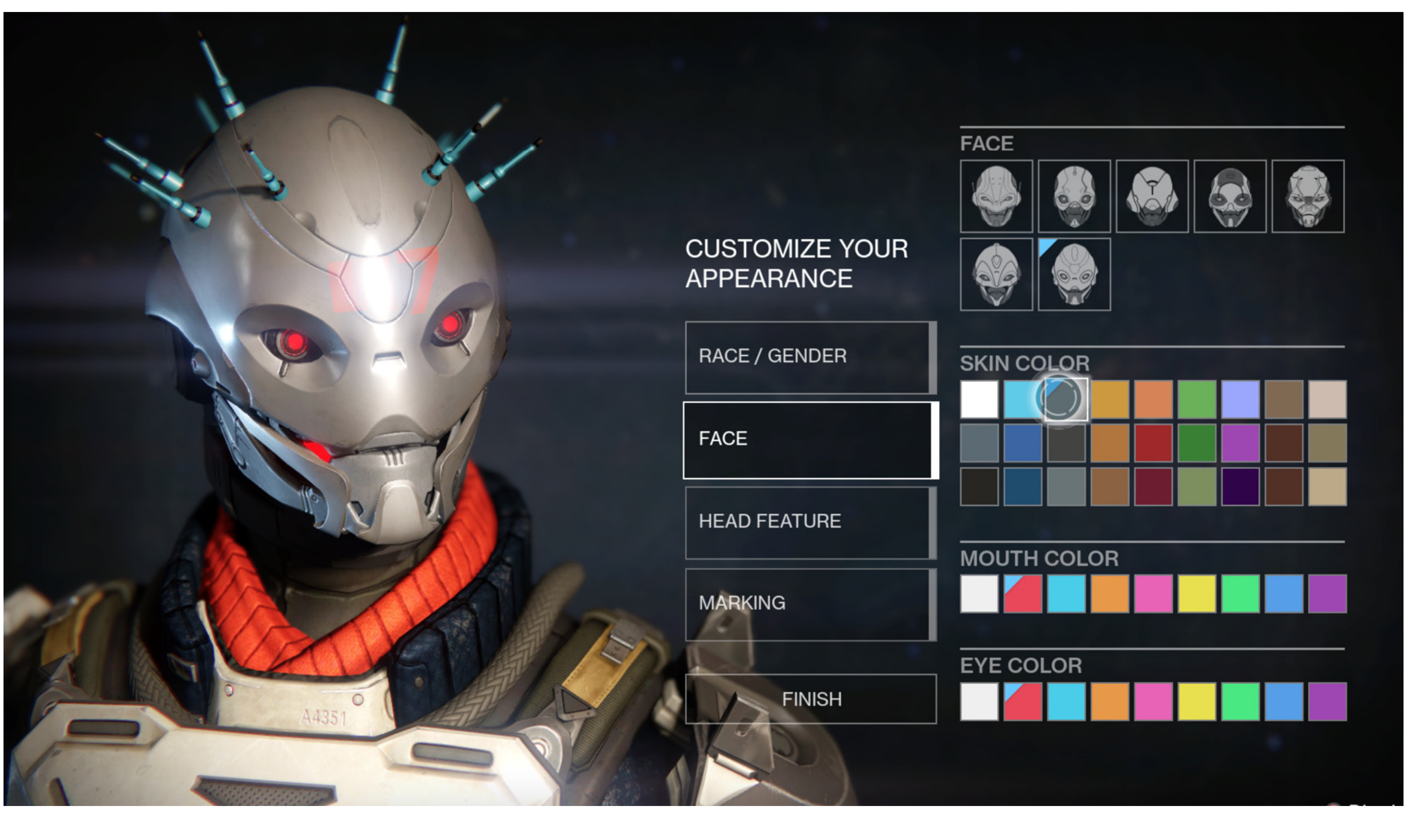
In Destiny, you will forge a legend, the tale of your deeds. You will explore the solar system, finding lost and forgotten secrets.

You are not alone, because other Guardians fight beside you. In the Tower, at the edge of the City, the Vanguard seeks to reclaim what was lost, to protect the City, and to push back the Darkness that remains on the planets.

However, before you go anywhere, you must decide who and what you are. Are you a mighty Titan, the foremost bastions of humanity's defense? Are you a wise Warlock, the brightest, sharpest among us? Or are you a nimble Hunter, a roamer, a seeker, a trailblazer?

Your **Class** defines what you can do in Destiny, the armor you wear, and the abilities you can use.

RACES


CUSTOMIZE YOUR APPEARANCE
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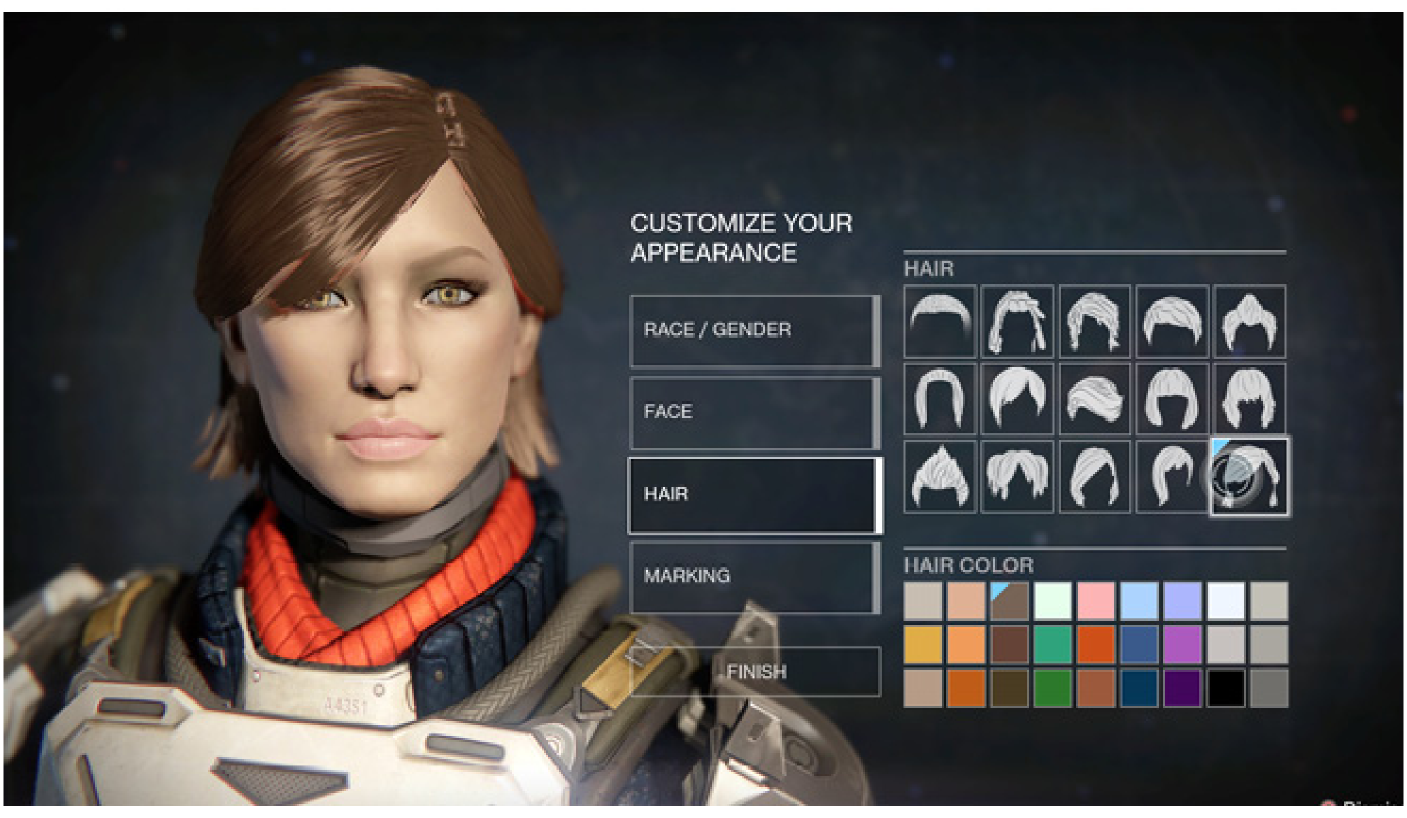
Your race (and your gender) have no impact on your performance, so choose who you want to be in the online world of Destiny.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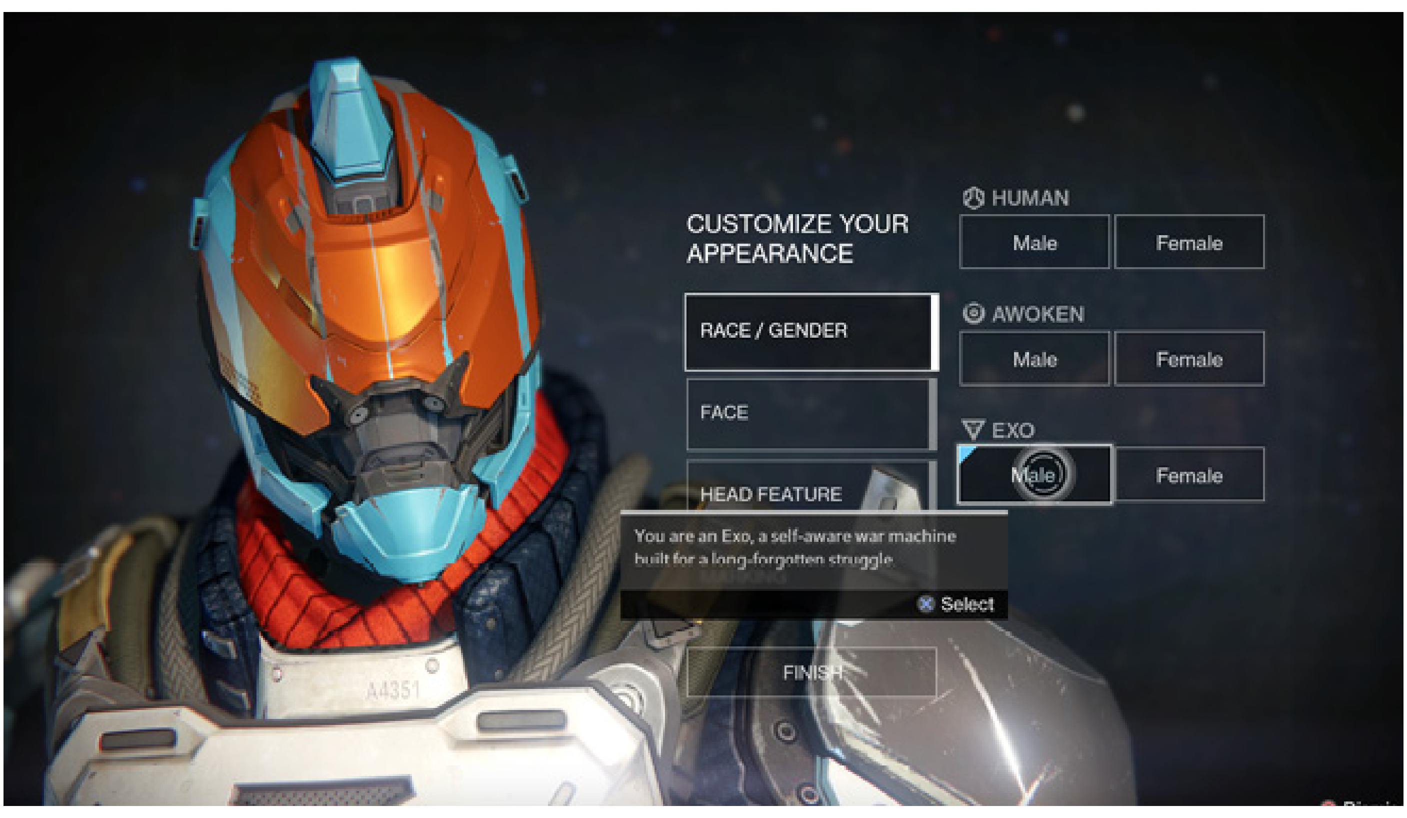
HUMAN

Survivors of the dark ages after the collapse, the remaining humans are tough and resilient, determined to retake the solar system from the enemies of humanity.


CUSTOMIZE YOUR APPEARANCE
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HUMAN
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Female
AWOKEN
Male
Female
EXO
Male
Female
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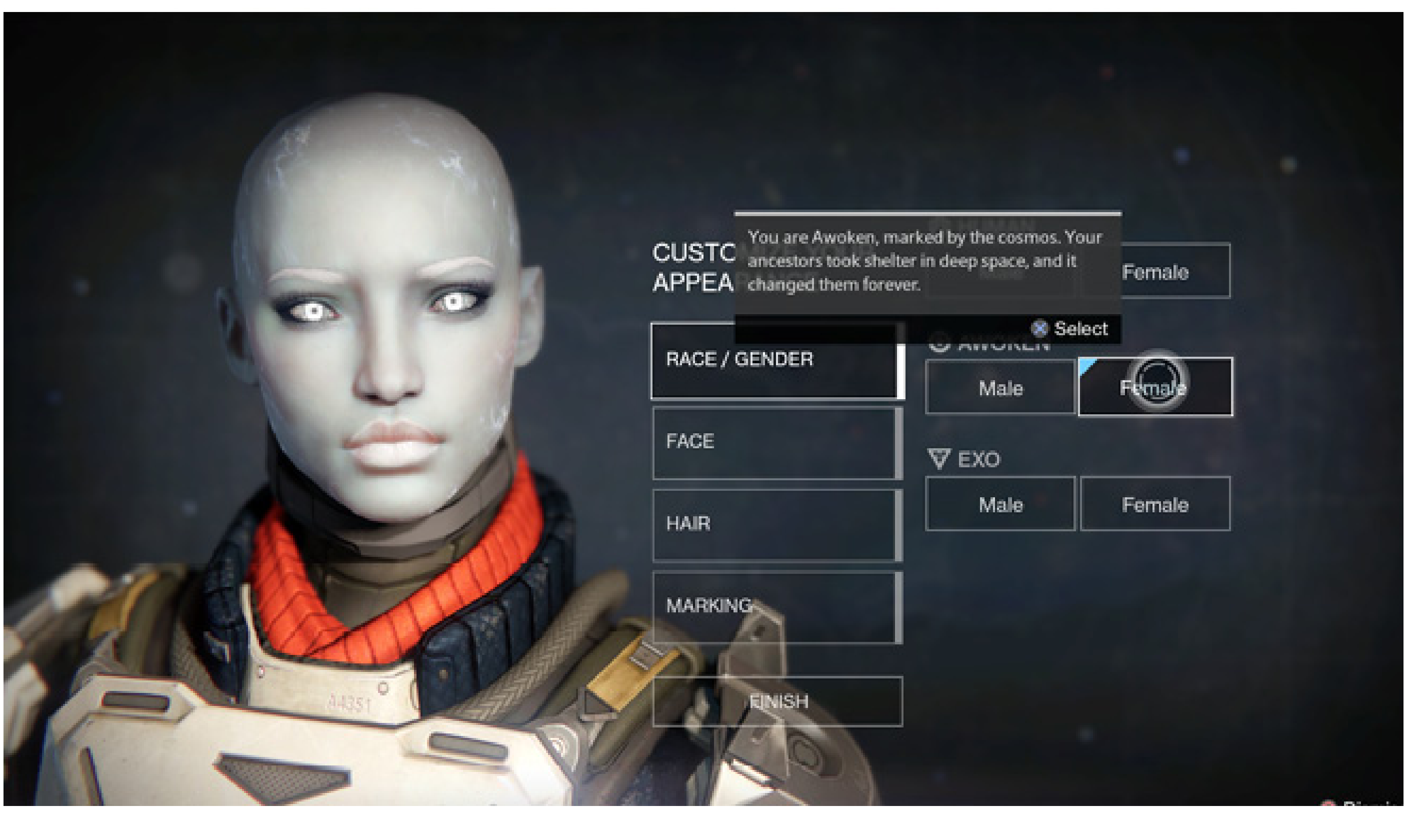
You are an Exo, a self-aware war machine built for a long-forgotten struggle.

EXO

War machines from another age, the Exos were built in humanity's image. These synthetic intelligences are each as individual as the humans who created them.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Female
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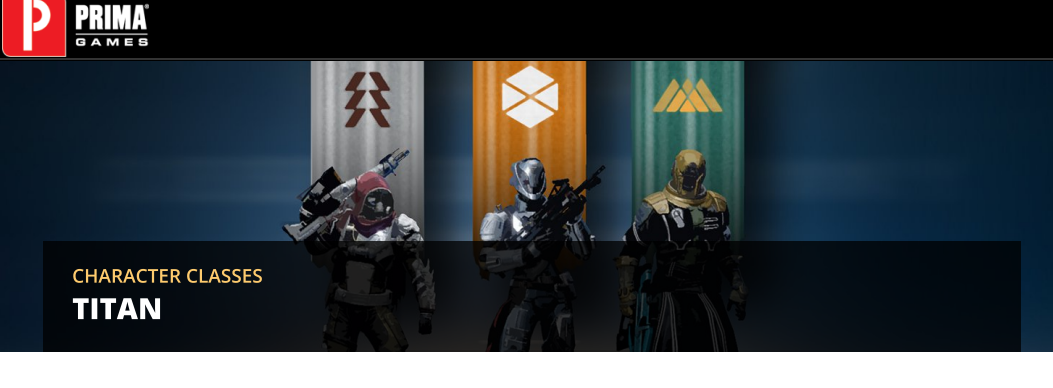
EXO
Male
Female
Select

You are Awoken, marked by the cosmos. Your ancestors took shelter in deep space, and it changed them forever.

AWOKEN

Not all of humanity remained on Earth during the collapse. Some fled out into deep black space. And something changed them. Now, many live in the distant Reef, but others call the Earth their home again.



TITAN

Brute force, masters of war, a powerful combination of strength and skill.

Titans are the most heavily armored and the most direct of the three Classes. They assault fortified enemy positions head-on, utilizing their mastery of the Light to shield and protect themselves and their allies… or to destroy their adversaries.

Titans begin with the Striker specialization, unlocking Defender at Level 15.

STRIKER

The Titans' Striker specialization focuses on wielding powerful Arc energy, granting offensive bonuses to melee strikes and obliterating foes with the mighty Fist of Havoc super. Striker is particularly potent in Crucible matches on close-quarters maps, or in more confined PvE missions.

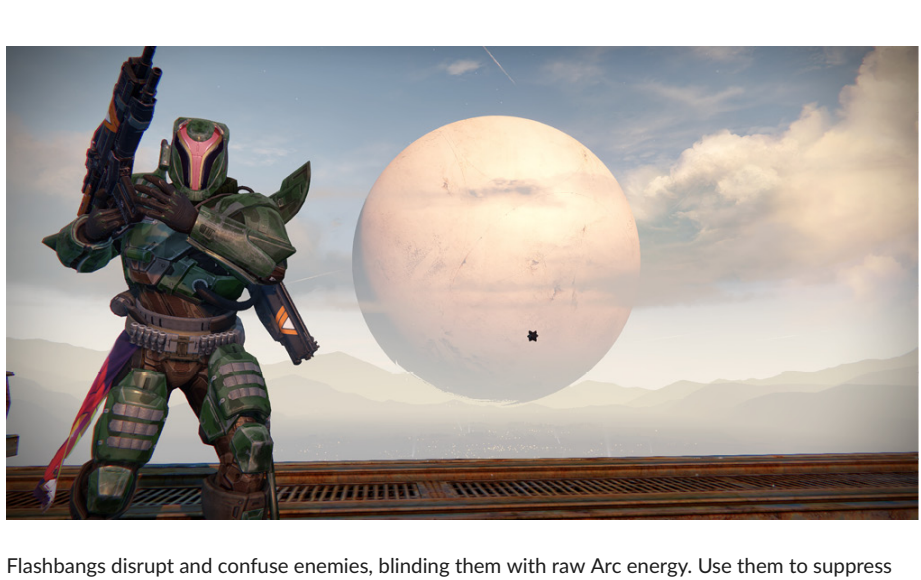
Maximizing Strength and Intellect lets you capitalize on Striker's two greatest strengths: Storm Fist and Fist of Havoc. If you can get to grips with your enemies, you can punish them with crushing melee strikes.

In situations where close-range combat is difficult, impossible, or inadvisable, consider shifting your stats around to emphasize Discipline to a greater degree. Doing so allows you to either make extensive use of Flashbang grenades to disorient your foes, or rapidly throw high-damage Arc grenades.

GRENADES

Flashbang Grenade

An explosive grenade that disorients the enemies it damages.



Flashbangs disrupt and confuse enemies, blinding them with raw Arc energy. Use them to suppress multiple hostile targets that have a clear line of sight to you. You can take advantage of the disorientation to press an attack, or retreat and relocate to a more defensible position.

Flashbangs are especially potent in PvP, where they function as full-strength explosive grenades and can blind nearby players. They are ideal for sieging a defended position or covering a retreat.

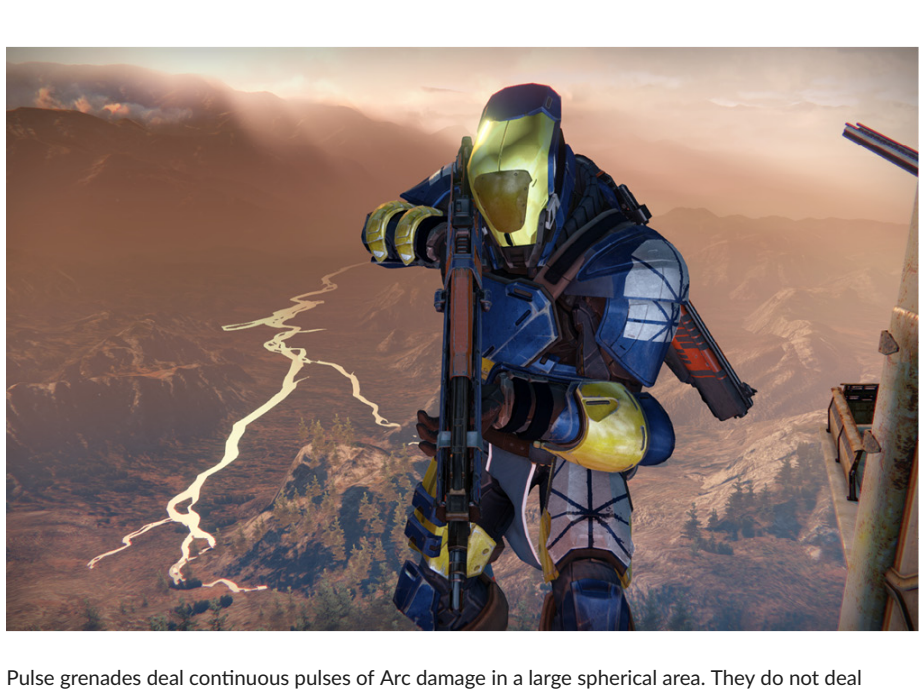
The degree to which targets are blinded by a Flashbang depends on how much of the blast they catch while looking at it, and how close they are to the epicenter. Be careful: you can blind yourself!

In PvE, blinding enemies is extremely easy, and any foes hit by the blast radius are disoriented for a short time. Keep in mind that Majors and Ultras can shrug off the effects more easily.

140	7m	Blinds players, disorients AI.

Pulse Grenade

A grenade that periodically damages enemies inside its explosion radius.



Pulse grenades deal continuous pulses of Arc damage in a large spherical area. They do not deal damage between pulses, so the targets must be within the area of effect when the pulse triggers.

Pulse grenades are useful for blocking off narrow passages, but they are less effective in wide-open spaces where hostiles can easily move away from the pulse waves. Your own Pulse grenades won't hurt you after the first pulse of damage.

Use Pulse grenades against clustered enemies in tight spaces, to cover a retreat or block off a path, or to block an objective area in PvP. Pulse grenades do not have damage falloff. If a target is anywhere inside the pulse wave area when the pulse fires, they take the full force of the Arc damage.

200 (50x4)	5m	Deals four pulses of 50 damage. Aftershocks talent adds one pulse for a total of 250. Pulse grenades have no damage falloff.

Lightning Grenade

A grenade that sticks to any surface, periodically emitting bolts of lightning.

A focused spike of Arc lightning, this grenade has the highest single-target damage potential of the Striker's grenades, but it demands superior throwing accuracy. Once the Lightning grenade lands, it projects a cone of Arc damage out to 12m, with no damage falloff. Any targets inside the cone when the Arc lightning pulses take full damage.

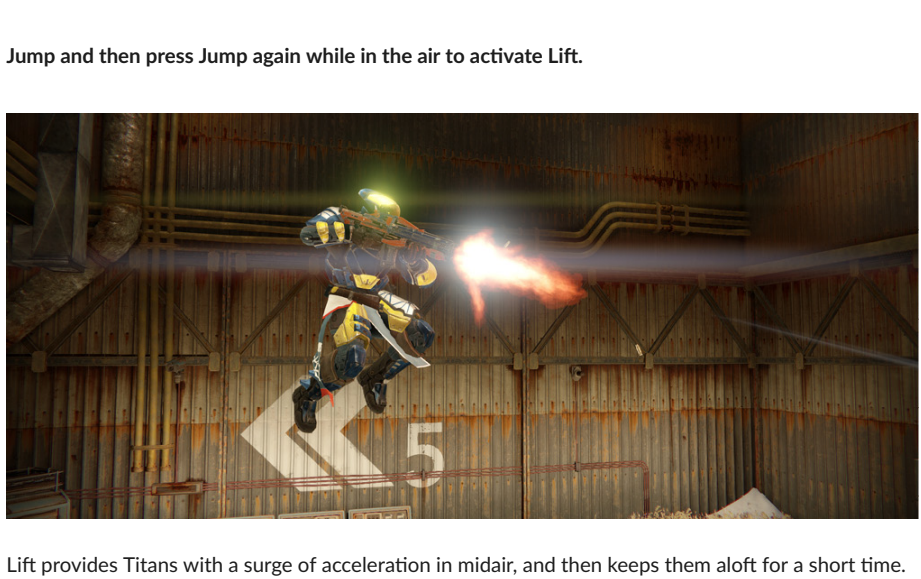
Aim for flat surfaces, and you can use the Lightning grenade as a barrier to block off doorways and hallways. The Lightning grenade is not a great choice in vast exterior areas, as it is considerably harder to use in open spaces.

400 (100x4)	12m	Deals four pulses of 100 damage. Aftershocks talent adds one pulse for a total of 500. Lightning grenades project their damage in a cone from the grenade and have no damage falloff.

ABILITIES

Lift

Jump and then press Jump again while in the air to activate Lift.



Lift provides Titans with a surge of acceleration in midair, and then keeps them aloft for a short time. Lift is similar to the Warlocks' Glide ability, but not identical—the Warlocks' Glide is smoother and has a bit more control, whereas Lift gives a stronger surge of momentum for quicker vertical travel.

The timing for activating Lift to achieve the greatest height boost from it is also different than the Warlocks' timing. If you switch between the two Classes, this can throw you off until you readjust.

Increased Height

Upgrades Lift to travel to greater heights.

More total height gives you the ability to more easily reach high ground from more areas. Keep in mind that you're trading off speed or control, so this can be a poor choice if you use the extra height in the open in a firefight.

Use the extra vertical distance to reach elevated positions safely from behind cover or before a fight breaks out. If you're under fire during combat, be sure to employ jump cancelling by stopping your Lift early.

Increased Control

Upgrades Lift for better directional control while in the air.

This ability gives you a bit more horizontal control while you're floating. It won't let you maneuver enough to dodge accurate enemy fire, but it can let you reach small or awkwardly positioned ledges.

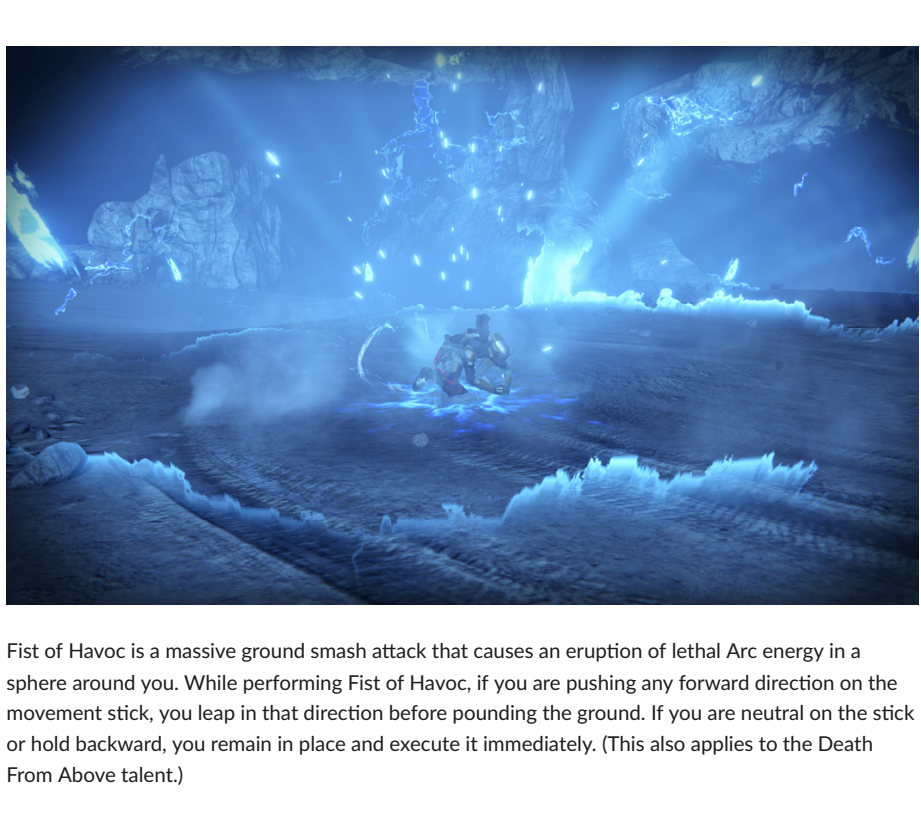
Catapult

Upgrades Lift to provide a strong initial burst of momentum.

Catapult gives you a good surge of speed when you initiate your Lift. This is generally the best choice for PvP, and it's also a good choice for PvE if you often find yourself using Lift in combat to evade enemy fire.

Fist of Havoc

Smash the ground and dissolve nearby enemies in a maelstrom of Arc Light. Four-minute recharge.



Fist of Havoc is a massive ground smash attack that causes an eruption of lethal Arc energy in a sphere around you. While performing Fist of Havoc, if you are pushing any forward direction on the movement stick, you leap in that direction before pounding the ground. If you are neutral on the stick or hold backward, you remain in place and execute it immediately. (This also applies to the Death From Above talent.)

Fist of Havoc is particularly nasty because it executes extremely quickly. If you trigger Fist of Havoc through a doorway or around a corner before enemies can spot you, you are all but guaranteed to catch them in the blast and kill them instantly.

Note that you can be killed during Fist of Havoc's activation as you fly through the air, so don't charge into an adversary's position in the open and rely on Fist of Havoc to protect you. Even though it does give you significant damage resistance while activating, it's not a guarantee of survival. Also, be careful about using Fist of Havoc too aggressively. Although being up close and personal is the Striker's forte, reckless use can land you in the middle of a hostile group of enemies.

When you execute a moving Fist of Havoc, it always leaps you forward a set distance. Get comfortable with this range to aid your accuracy when you fire it off. Be careful with sloped terrain, as going uphill can shorten the distance of your leap, and going downhill can cause you to overshoot your targets.

Aftermath

Fist of Havoc leaves a damage-dealing field in its wake.

Aftermath causes Fist of Havoc to leave a pulsating field of Arc damage on the ground after the initial ground smash. This field deals four pulses of 140 damage each, making it ideal for area denial in PvP and useful for dealing lingering damage to tough or clustered targets in PvE.

With the Aftershocks ability, you gain an extra pulse of damage, extending the duration and damage of the field. Like the Pulse grenades, players in PvP can avoid this effect by jumping out of it.

Death From Above

After jumping, you can aim Fist of Havoc at enemies below.

Death From Above lets you aim the Fist of Havoc in midair, targeted in the direction that your camera is pointing. If you are neutral on the movement stick or holding back, you drop straight down, which is useful if you know foes are directly below you.

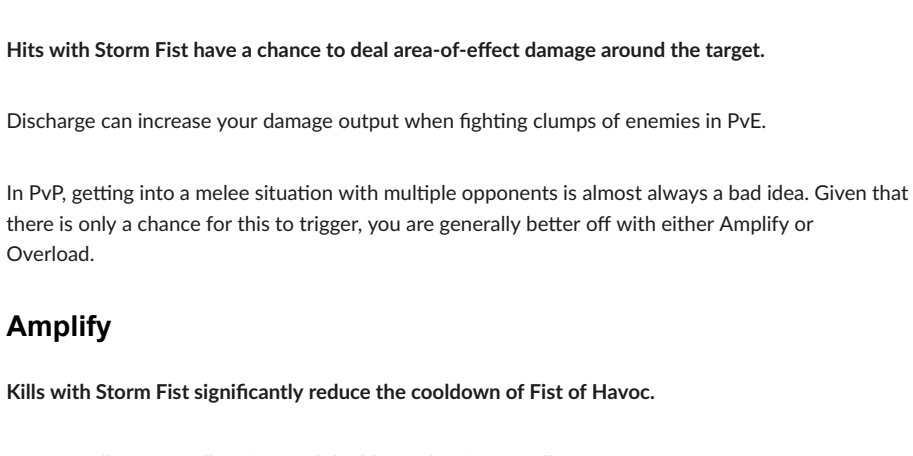
Death From Above increases your mobility options with Fist of Havoc, making it considerably easier to accurately target than to leap while on the ground.

Shockwave

Fist of Havoc unleashes a wave of devastating energy that travels along the ground.

Shockwave unleashes a wave of lethal energy along the ground. This is instantly fatal to any targets in PvP and deals heavy damage in PvE, particularly to weaker enemies that it can usually dispatch instantly. Shockwave can result in some impressive multi-kills if you manage to catch a group with the initial leap and blastwave, and then finish off any remaining targets directly ahead of you.

In PvP, you can also use Shockwave to hit a chokepoint or group of clumped foes from beyond the range they normally expect. Leap early, and let the Shockwave finish off any enemies. Similarly, in PvE, you can use the Shockwave to deal damage without exposing yourself fully by leaping directly into a large enemy group, which is useful on higher difficulty missions.



Storm Fist

A punishing melee attack that deals bonus damage.

Storm Fist is an Arc-charged melee strike that hits a bit harder than a normal melee swing (dealing 110 damage).

Overload

Hits with Storm Fist have a chance to immediately reset its cooldown.

Overload can potentially allow you to execute multiple Storm Fists with full damage repeatedly. This isn't a reliable effect, but when it triggers, it can give you a spike in damage output.

Overload encourages you to get into melee range and spam melee attacks until it fails to trigger, then back off and wait for it to refresh.

Discharge

Hits with Storm Fist have a chance to deal area-of-effect damage around the target.

Discharge can increase your damage output when fighting clumps of enemies in PvE.

In PvP, getting into a melee situation with multiple opponents is almost always a bad idea. Given that there is only a chance for this to trigger, you are generally better off with either Amplify or Overload.

Amplify

Kills with Storm Fist significantly reduce the cooldown of Fist of Havoc.

On an Intellect or Intellect/Strength build, Amplify fits in well to give you even more energy for Fist of Havoc. Remember that this is kills, not just hits, so you must seek out weak or weakened targets to get the maximum benefit from this talent.

In PvP, don't try to force a melee finish, but whenever you ambush an enemy and open fire first, you can often safely finish with melee, boosting your Fist of Havoc recovery time.

ABILITY MODIFIERS

Tier 1

Headstrong

Sprinting increases the leap distance of Fist of Havoc. +1 Agility.

Headstrong can let you land Fist of Havoc from a greater distance, which is useful for surprising opponents in PvP with the extended range.

Headstrong adds a fixed distance to the leap, so you do need to adjust to the distance. If you're used to using Fist of Havoc without Headstrong, you may find yourself overshooting the mark.

Aftershocks

Increases the duration of Pulse grenade, Lightning grenade, and Aftermath.

Adds an additional pulse of damage to Pulse and Lightning grenades, and to the Aftermath effect of Fist of Havoc. This is essentially both a flat damage upgrade and a slight improvement to your area denial ability.

With a Discipline- or Intellect-focused build, you can lay down damaging fields more frequently, frying your foes with the Arc fields as often as possible.

Transfusion

Kills with Storm Fist immediately trigger health regeneration.

Transfusion immediately gives you a slight 10 point heal, then gives you another 1.5 seconds of health regen that cannot be interrupted by damage.

Transfusion is very important for a Strength-focused build. If you really intend to mix it up in melee, Transfusion can keep you standing as you down enemies with it.

Remember that you need to score the kill, not simply hit with Storm Fist. Seek out weak adversaries in PvE, and use your melee strikes to finish close-range fights in PvP.

Tier 2

Unstoppable

You are harder to kill while using Fist of Havoc. +1 Armor.

Unstoppable boosts your damage reduction in Fist of Havoc, and it extends the duration of the damage reduction while you perform Fist of Havoc.

Normally, the damage resistance wears off just as you land and smash with the Fist of Havoc. With Unstoppable active, you maintain that damage reduction through the entire animation until you return to first-person view.

Shoulder Charge

After sprinting for a short time, press Melee to unleash a devastating melee attack.

Sprinting for at least two seconds activates Shoulder Charge. Any time in the next five seconds while you are still sprinting, you can execute a melee attack to perform the Shoulder Charge.

You can also perform a knee slam by jumping out of a sprint and meleeing in midair! This attack is lethal in PvP and deals heavier damage in PvE. It also has a 6m lunge range, compared to the normal 4m melee range.

Juggernaut

After sprinting for a short time, you gain a protective shield.

This ability gives you a 95 health shield after you sprint for two seconds. The shield is actually a frontal shield that appears in front of you, not a full body shield like a Defender's Force Barrier.

Otherwise, the Juggernaut shield absorbs all frontal damage that impacts it until it breaks or you stop sprinting.

You can use this shield to bull your way into a defended position, or simply to move in the open more safely. You won't block all shots to your flanks while running, but the shield can definitely take some of the sting off cover transitions.

PASSIVES

Tier 1

Titan Codex I

Training focused on battle Recovery and toughness.+2 Armor, +2 Recovery

Titan Codex II

Training focused on speed and toughness.+2 Armor, +2 Agility

Titan Codex III

Training focused on battle Recovery and speed.+2 Agility, +2 Recovery

Tier 2

Titan Codex IV

Training focused on all attributes.+2 Armor, +1 Agility, +2 Recovery

Titan Codex V

Training focused on maximum Recovery.+5 Recovery

Titan Codex VI

Training focused on raw speed.+1 Armor, +4 Agility

Defender

The Defender specialization wields Void energy to create powerful shields, protecting the Titan and her allies with the power of Light. Don't mistake this as a passive specialization: the extra durability granted by proper use of a Defender's abilities allows you and your allies to remain in the thick of combat under heavy fire.

A Defender's Ward of Dawn is a unique defensive ability, critically important in difficult PvE missions and very useful in objective-oriented PvP modes. A Defender's Suppressor grenade provides the unique ability to completely shut down enemy abilities, and your melee strikes can fortify you with a Force Barrier, giving you extra durability in combat.

Specializing in Intellect allows you to abuse the Ward of Dawn to the fullest, shielding and buffing your team while denying all foes their ranged offensive abilities. Focusing on Strength gives you a surprising boost to durability, as the increased chances to trigger Force Barrier can greatly improve your staying power in combat.

If melee combat is inadvisable, a blend of Discipline and Intellect allows to you shut down enemy positions with Suppressor grenades.

GRENADES

Magnetic Grenade

A grenade that attaches to enemies and explodes twice.

The first of three sticky grenades in Destiny, Magnetic grenades are unique among the three in that they deal the highest base damage, with a sizable blast and a follow-up secondary blast that inflicts more damage. When attached to a target, Magnetic grenades deal 65 additional damage, making them fatal if attached to an opponent in PvP.

While Magnetic grenades do deal slightly more damage than the other two sticky types, you are still best served by sticking them whenever possible. Particularly in PvE, they are well suited to sticking on tougher targets, rather than groups of weaker minions.

180(245)	5m	Generates two explosions for 100 and then 80 damage. Deals 65 additional damage if it sticks to a target.

Spike Grenade

A grenade that attaches to any surface and emits a torrent of damaging Void Light.

Spike grenades are almost identical to Lightning grenades in their behavior: they attach to a surface and then project a cone of Void energy that deals damage with no falloff.

Unlike Lightning grenades, however, Spike grenades deal their damage in rapid, continuous pulses. This means they inflict damage smoothly over time, whereas Lightning grenades deal damage in sharp bursts.

Otherwise, Spike grenades behave the same. They are good for area denial in confined spaces but generally less useful in open areas.

400	12m	Deals damage in extremely rapid pulses, totaling 100 damage per second for 4s. Spike grenades project their damage in a cone from the grenade and have no damage falloff.

Suppressor Grenade

An explosive grenade that prevents enemies from using abilities for a short time.

The Suppressor grenade is a powerful disabling tool that shuts down all abilities on any players it strikes in PvP and all special abilities of AI combatants in PvE.

In PvP, this includes grenades, charged melee strikes, supers (even active supers), and movement abilities (though your targets can still perform normal jumps). In PvE, this includes any unique ability from an enemy that isn't basic movement or shooting.

While the Suppressor effect is the primary reason to use this grenade, it still deals very solid blast damage. Engaging targets that have been weakened and suppressed is a great way to start a fight.

The suppression effect is completely unique to this grenade, giving the Void Titan a powerful support tool in both PvP and PvE. No other Class can shut down enemy abilities in the same way. Be careful: you can suppress yourself!

140	7m	Shuts down all player abilities, including active supers, for 10s. Against AI, disables all special abilities. Ultra AI are unaffected.

ABILITIES

Lift

Jump and then press Jump again while in the air to activate Lift.

A Defender's Lift is identical to a Striker's in every way, but note that its Increased Control upgrade gives +1 Agility.

Increased Height

Upgrades Lift to carry you higher.

Increased Control

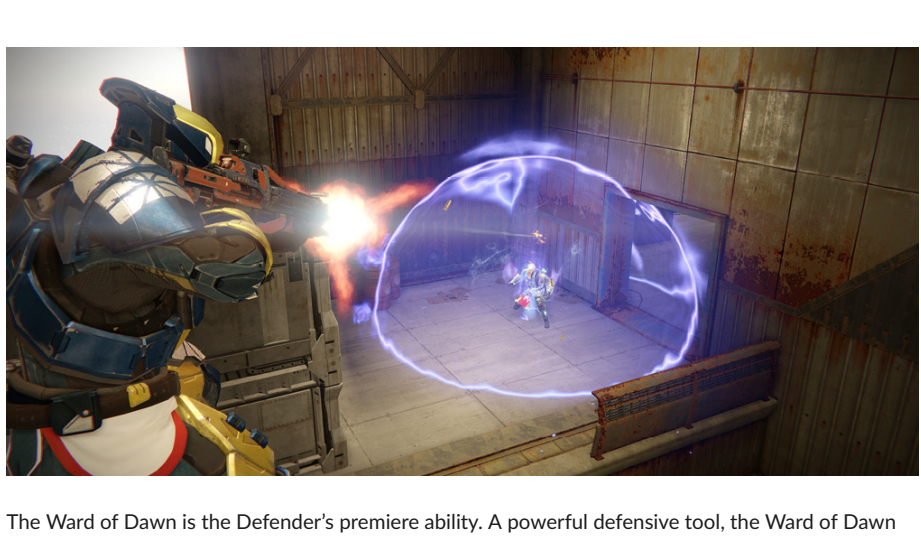
Upgrades Lift for better directional control while in the air. +1 Agility.

Catapult

Upgrades Lift to provide a strong initial burst of momentum.

Ward of Dawn

Shape Void Light into an indestructible shield to protect you and your allies from harm. Four-minute recharge.



The Ward of Dawn is the Defender's premiere ability. A powerful defensive tool, the Ward of Dawn erects a bubble of Void energy for 30 seconds that shields you and your Fireteam from all incoming enemy fire.

Unlike the offensive super moves, Ward of Dawn generates Orbs of Light when it blocks damage. The more damage it takes, the more orbs are created.

Note that no one can shoot into or out of the Ward of Dawn, and that includes you and your teammates. However, you can absolutely duck in and out of the Ward, firing on targets before returning to the Ward to reload and heal any damage suffered. As a result, this makes the Ward an amazing tool for creating cover in open areas, or a snap defensive tool for absorbing a massive incoming attack before it hits. This proves especially satisfying in PvP against incoming supers or heavy attacks.

Note that melee attacks still function normally inside the Ward, and grenades can cause problems, as well. Enemies can still enter the Ward and engage you in melee, as it does not block your opponents' movement and only blocks their ranged attacks.

The Ward of Dawn can be destroyed, but generally only in PvP by offensive enemy super moves. In PvE, it may go down if it suffers a huge amount of damage, but this is usually only possible if you place it in a very exposed position on a high-difficulty mission. Ward of Dawn is a vital ability in tougher PvE missions on high difficulty. It can provide your entire Fireteam with protection in areas of intense conflict where there are no other safe places to hide. In PvP, Ward of Dawn is especially powerful in Control and Salvage, where it can allow you to secure an objective safe from long-range enemy fire.

Armor of Light

While inside Ward of Dawn, you and your allies gain significant damage resistance.

Armor of Light provides you and any allies inside the Ward with a powerful regenerating shield. This single upgrade can make dealing with the Ward incredibly difficult for hostile opponents in PvP. If they stay out, you can duck in and out of the Ward and shoot them. If they come in, you are all but guaranteed to win the melee fight that ensues.

In PvE, this is usually the least important of the three upgrades, as the others are often helpful in more engagements. That being said, if you are on a mission where you are routinely forced into close-quarters engagement, you can take advantage of it.

Blessing of Light

Passing through Ward of Dawn grants you and your allies a temporary shield.

Blessing of Light grants you and any allies who pass through the shield a bonus shield that stacks on top of your existing health. This shield normally has 65 health (boosted to 95 with the Illumination talent) and lasts for 10 seconds. Additionally, if the shield is damaged or destroyed, you can simply step back into your Ward to regenerate it.

Blessing can allow you to stay out in the open under more intense fire, giving you more time to unload with your weaponry. It is also helpful in situations where you need some extra muscle to break an enemy position. Set up the Ward, get your entire team to pass through it, and push on a hostile position with a huge health advantage.

Weapons of Light

Passing through Ward of Dawn grants you and your allies a temporary increase to weapon damage.

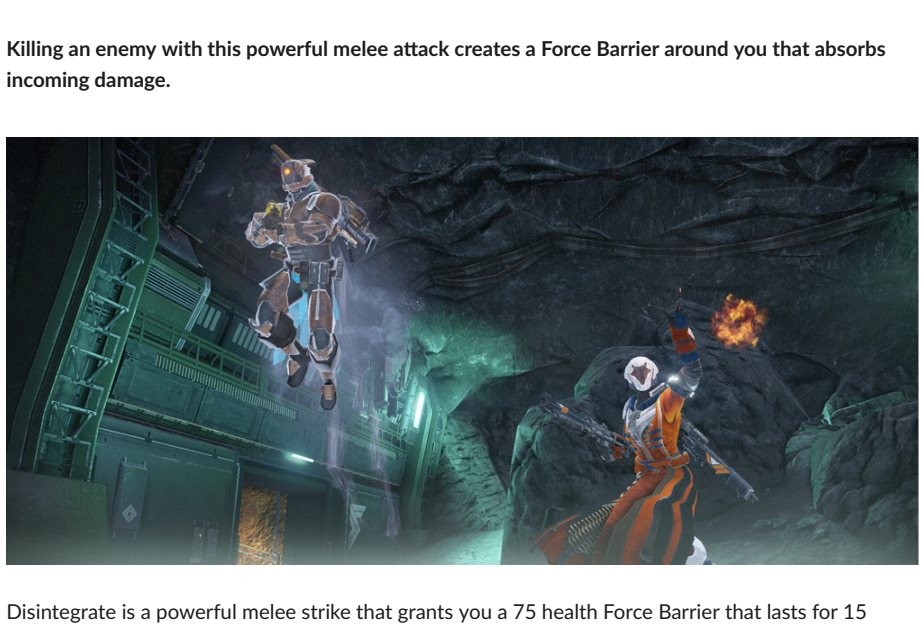
A powerful damage bonus, Weapons of Light grants you and any friendly Guardians who pass through it a 25% damage bonus for 10 seconds (35% with the Illumination talent). This is a serious boost to the combined firepower of a Fireteam, and it can greatly aid your team in clearing out a difficult encounter in PvE.

In PvP, Weapons of Light can turn your Ward of Dawn into a fortified damage-boosting bunker. If positioned well, you can use it to engage opponents in a critical location with a significant damage bonus.

Weapons of Light gives Ward of Dawn some offensive bite. While it may not be as overtly powerful as the offensive supers, it can result in more sustained damage being dealt over the lifespan of Ward of Dawn. This is true especially if your Fireteam takes full advantage of this powerful buff.

Disintegrate

Killing an enemy with this powerful melee attack creates a Force Barrier around you that absorbs incoming damage.



Disintegrate is a powerful melee strike that grants you a 75 health Force Barrier that lasts for 15 seconds if you kill an enemy with it. This barrier can give you an impressive amount of extra durability, and because it is granted instantly, it can allow you to score a multi-kill in PvP by chaining a melee kill into a follow-up on a nearby target.

In PvE, a Strength-based build using Disintegrate aggressively on any mission with multiple short-range encounters can be extremely powerful. Chaining kills on weaker enemies becomes very easy, and you can often use weak targets to provide you with a free damage shield to tackle tougher nearby foes.

War Machine

While Force Barrier is active, all your weapons reload and ready blindingly fast.

War Machine grants you a massive boost to both Reload and Handling stats, taking you to 150% of your base values. This can push your reload speeds, ADS times, sprint recovery, and weapon switching to incredible levels, giving you a sharp edge in firefights immediately after you down an enemy with Disintegrate.

Unbreakable

Force Barrier continually recharges.

Unbreakable makes your Force Barrier regenerate to full very quickly (under a second if you aren't taking damage). This extra durability is useful in both PvE and PvP. Combined with good Armor and Recovery scores, it can make you impressively resilient, as long as there are foes around to dispatch in melee. Without Unbreakable, Force Barrier does not regenerate once broken!

Gift of Light

While Force Barrier is active, all your melee kills create Orbs of Light.

Gift of Light is an extremely powerful team support power if you use it aggressively. If you consistently take down targets with melee, you can significantly increase the number of super moves that your Fireteam can pull off. Critically, the description here is 100% accurate: you generate Orbs of Light with your melee kills while Force Barrier is active. This means that you do not need to wait for Disintegrate to recharge to generate more orbs.

Once your Force Barrier is up, you have until the buff wears off to perform as many melee kills as you can. Don't be reckless with this talent. Use it judiciously, and you can provide a serious power boost to your Fireteam. This is particularly true in PvE, but the talent is also useful in PvP.

ABILITY MODIFIERS

Tier 1

Bastion

Increases the duration of Ward of Dawn. +2 Armor.

Bastion boosts Ward of Dawn's duration to 45 seconds. This also has the effect of extending the effective duration of both Blessing and Weapons of Light. Note that because Ward of Dawn begins to regenerate as soon as you activate it, Bastion can functionally reduce the time before your next Ward is active if you can get full use out of each one. This is a strong candidate for any Intellect-focused build.

Relentless

Increases the strength and duration of Force Barrier.

Relentless increases the power of your Force Barrier to 95 health, improving your durability slightly.

As both other talents in this tier focus on Ward of Dawn, if you are focused on Strength (or simply not focused on Intellect), this is your best choice.

Gift of the Void

As Ward of Dawn takes damage from enemy fire, it creates additional Orbs of Light.

Gift of the Void causes your Ward of Dawn to generate extra Orbs of Light from incoming damage. For a team-focused Intellect build, this is a superb talent. If your Fireteam is heavily focused around super usage, you may get more mileage out of this talent over Bastion.

In general, it is easier to take full advantage of this talent in PvE than PvP, because players are less likely to wastefully attack a Ward. One note about that, however: if a super move destroys your Ward in PvP, Gift of the Void does generate extra Orbs of Light from its destruction.

Once you see the PvP community wising up to exactly how Ward works, you can potentially use this talent to generate extra orbs from opponents trying to break your Ward with a super, even after most have figured out that shooting Wards is a bad idea. Finally, orbs generated from this talent are created at your position, not the Ward's location. Keep this in mind if you're calling out orbs for your Fireteam.

Tier 2

Untouchable

Reduces the cooldown time of Ward of Dawn. +1 Armor.

A simple talent, Untouchable reduces Ward of Dawn's cooldown by a full 30 seconds. Combine it with Bastion and an Intellect build, and you can have amazing uptime on Ward.

For difficult PvE missions, this is a powerful setup to give your team constant protection and access to Blessing or Weapons of Light.

In objective-focused PvP matches, this can give your team an edge, granting you more leeway to use Ward reactively to stop incoming rockets or supers.

Iron Harvest

Heavy weapon kills have a chance to create Orbs of Light for your allies.

This is potentially a very powerful support ability in PvE, especially with a machinegun. Find a machinegun with good ammo stats and ammo conservation-focused abilities, and you can convert those bullets directly into Orbs of Light for your Fireteam.

In PvP, this ability is generally less useful than the other options in this tier of talents. If you are extremely confident in your ability to secure and utilize heavy ammo, you can use it, but it does not yield a guaranteed benefit.

Illuminated

Increases the benefits granted by Blessing of Light and Weapons of Light.

Illuminated boosts Blessing of Light to a 95 point shield and Weapons of Light to a 35% damage bonus. Both abilities are powerful, and Illuminated increases their effects. Choosing between this talent and Untouchable can be difficult. As a rule of thumb, if you need more focused offense or defense for single tough encounters, Illuminated is superior.

On the other hand, if you need more sustained benefits from Ward, Untouchable is a better choice.

PASSIVES

Tier 1

Titan Codex I

Training focused on battle Recovery and toughness.+2 Armor, +2 Recovery

Titan Codex II

Training focused on speed and toughness.+2 Armor, +2 Agility

Titan Codex III

Training focused on battle Recovery and speed.+2 Agility, +2 Recovery

Tier 2

Titan Codex IV

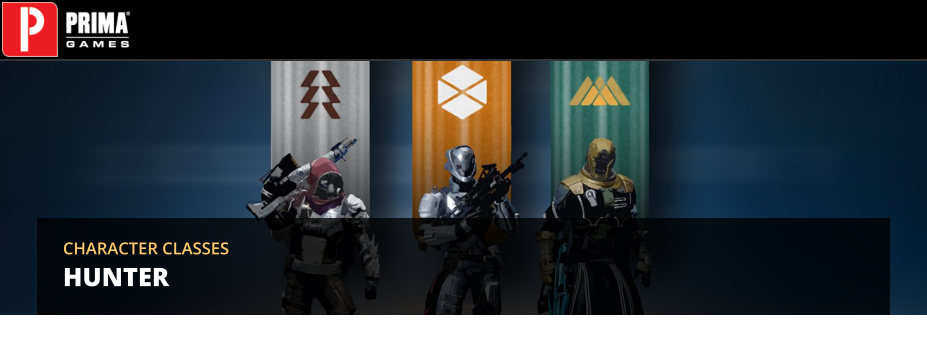
Training focused on all attributes.+2 Armor, +1 Agility, +2 Recovery

Titan Codex V

Training focused on maximum Recovery.+5 Recovery

Titan Codex VI

Training focused on raw speed.+1 Armor, +4 Agility



HUNTER

Stalkers, hunters, scouts, the unseen blade and the perfect shot.

Hunters are the fastest and most precise of the three Classes. They use speed, agility, and stealth to overcome their foes.

Hunters wield the Light purely offensively, destroying their foes with blazing Solar energy or vicious Arc lightning.

Hunters begin with the Gunslinger specialization, unlocking Bladedancer at Level 15.

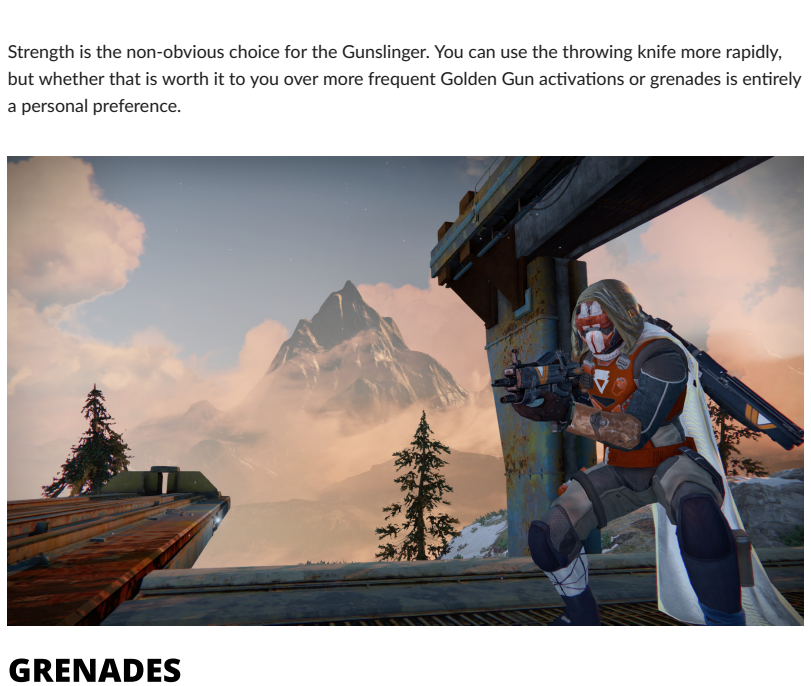
Gunslinger

The Hunters' Gunslinger specialization wields the Light as a literal weapon, summoning a Golden Gun of raw Solar energy to torch any foes. A Gunslinger's other abilities are focused around precision combat—if you are a steady hand on the trigger, this is the spec for you.

The Gunslinger's "melee" attack is actually a ranged throwing knife, giving you a high-damage backup attack in any short-range combat scenario that is outside normal melee range. The Gunslinger is also the only Class or spec that gains access to a proximity-triggered explosive: the Tripmine grenade, which is a useful tool for area control.

Specializing in Intellect gives you more rapid Golden Gun usage, ideal for taking out targets quickly. Discipline gives you more frequent access to an array of versatile grenades, with a mix of area control, seeking, or straight AoE damage.

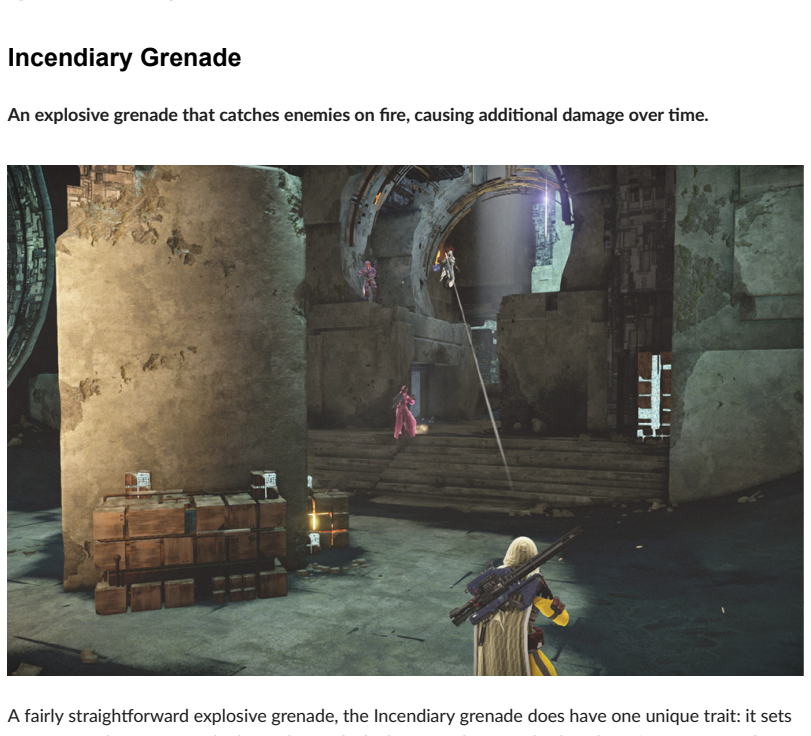
Strength is the non-obvious choice for the Gunslinger. You can use the throwing knife more rapidly, but whether that is worth it to you over more frequent Golden Gun activations or grenades is entirely a personal preference.



GRENADES

Incendiary Grenade

An explosive grenade that catches enemies on fire, causing additional damage over time.



A fairly straightforward explosive grenade, the Incendiary grenade does have one unique trait: it sets enemies on fire. Because the burn always deals the same damage, this has the effect of raising the average damage of the Incendiary grenade at its outer edges. The damage from the blast falls off from the center like other grenades, but the DoT damage does not.

But regardless, aim to tag this grenade in the center of groups of enemies or directly at an opponent's feet in PvP whenever possible to maximize damage.

115 (140)	7m	Deals 115 damage + 25DoT (5 ticks of 5 damage over 2.5 seconds).

Swarm Grenade

A grenade that detonates on impact, releasing multiple drones that seek nearby enemies.

The Swarm grenade is unusual because it does not deal blast damage. Instead, it releases a small cluster of five autonomous seeker drones that rush and attack any nearby enemies. These seekers repeatedly bash their targets, dealing damage twice before exploding in another small burst of damage.

Swarm grenades employ a unique delivery mechanism. Once the grenade hits, it splits and reveals the seeker drones that hover in place and do not move until an adversary is nearby. This allows you to set traps in doorways or narrow hallways. The drones are not particularly damaging individually, but if all of them land at the feet of one target, they can down an opponent in PvP with one grenade or deal heavy damage in PvE.

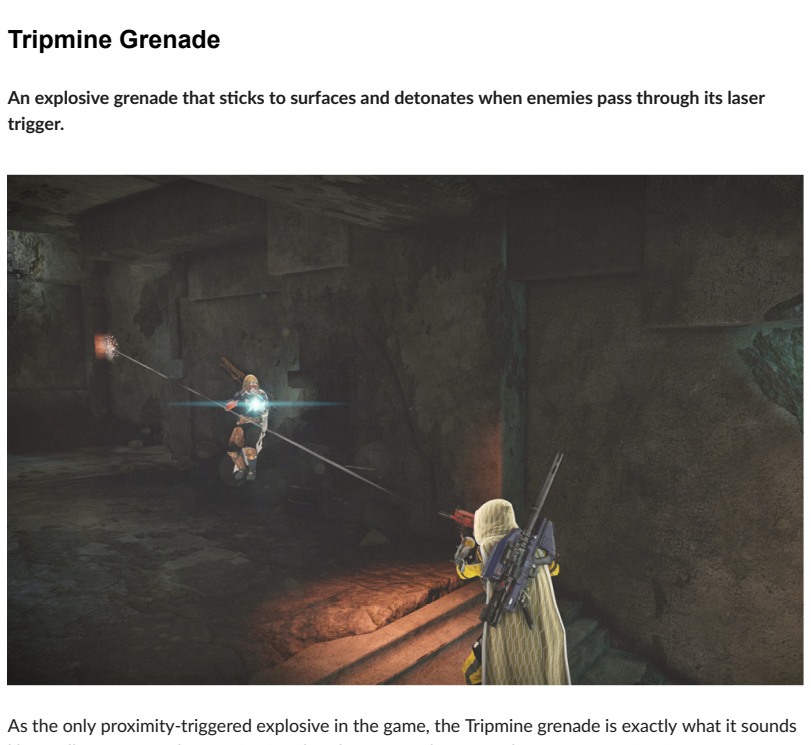
Swarm grenades are also useful as a detection tool. You can use the drones if you want to track foes behind cover, or if you are uncertain of an enemy's position on the Motion Tracker. It is possible to shoot and destroy these seeker drones, but don't count on doing so easily if a hostile Swarm grenade lands near you in PvP.

189	Impact-based	Detonates on impact, releasing five seeker drones that attack nearby hostiles. Damage can vary significantly—each drone hits for 7 damage up to two times, then detonates for another 7 damage.

> **Swarm ID**
>
> Friendly grenades don't hurt you in PvP (or PvE for that matter), but it can be difficult to tell what is a friendly grenade in PvP.
>
> Swarm grenade seekers have a "friend or foe" ID system built in. If you see a white aura around the seekers, they came from a friendly Hunter. This same friendly white aura also applies to the Tripmine grenade.

Tripmine Grenade

An explosive grenade that sticks to surfaces and detonates when enemies pass through its laser trigger.



As the only proximity-triggered explosive in the game, the Tripmine grenade is exactly what it sounds like. It allows you to place a tripmine that detonates when any adversary comes into its range.

The Tripmine does have damage falloff, so it is best placed in a position where an enemy triggering the blast will get hit by the full force of the explosion. The Tripmine projects its damage outwards in a cone, so stick it to a flat surface to ensure that it is aimed properly. Sticking it to rough terrain can result in a poorly aimed blast.

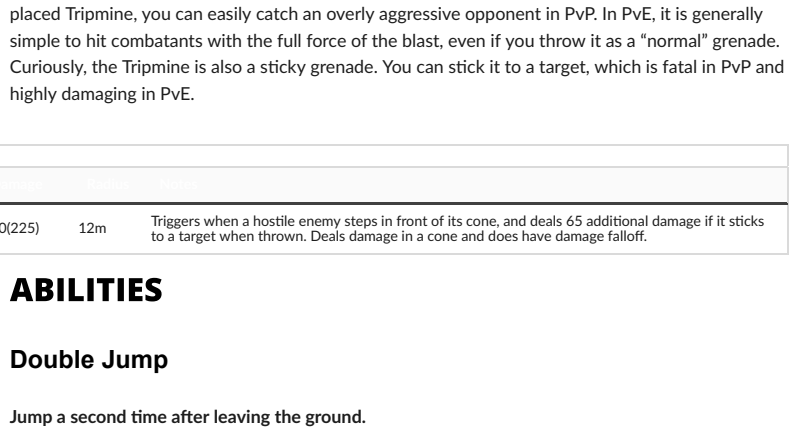
Doorways, narrow hallways, and sharp turns around cover make the best hiding spots. With a well-placed Tripmine, you can easily catch an overly aggressive opponent in PvP. In PvE, it is generally simple to hit combatants with the full force of the blast, even if you throw it as a "normal" grenade. Curiously, the Tripmine is also a sticky grenade. You can stick it to a target, which is fatal in PvP and highly damaging in PvE.

160(225)	12m	Triggers when a hostile enemy steps in front of its cone, and deals 65 additional damage if it sticks to a target when thrown. Deals damage in a cone and does have damage falloff.

ABILITIES

Double Jump

Jump a second time after leaving the ground.



A Hunter's Double Jump is distinct from a Titan's Lift or a Warlock's Glide. Instead of boosting or hovering through the air, you can simply jump a second time while in midair. Remember to press and hold the Jump button to achieve the most height from your jumps. If you do so and time your second jump at the apex of your first, you can get additional height.

Better Control

Upgrades Double Jump for better directional control while in the air.

Better Control gives you a noticeable improvement in lateral jump mobility, which is very useful if you prize mobility over height.

Higher Jump

Upgrades Double Jump for even greater height.

Higher Jump gives you the height of a Triple Jump, but it comes out more quickly. If you care more about rapid elevation changes than air control or an extra jump, this is the upgrade for you.

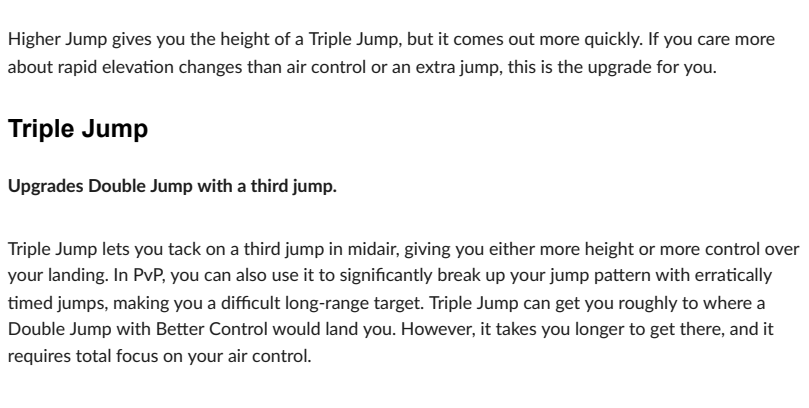
Triple Jump

Upgrades Double Jump with a third jump.

Triple Jump lets you tack on a third jump in midair, giving you either more height or more control over your landing. In PvP, you can also use it to significantly break up your jump pattern with erratically timed jumps, making you a difficult long-range target. Triple Jump can get you roughly to where a Double Jump with Better Control would land you. However, it takes you longer to get there, and it requires total focus on your air control.

Golden Gun

Summon a flaming pistol that disintegrates enemies with Solar Light. Has a recharge of four minutes and 30 seconds.



Golden Gun creates a hand cannon out of pure Solar energy. Once activated, you can move around with the Golden Gun in hand as your super energy depletes. You typically get three shots out of your Golden Gun, and in PvP, all three are lethal to your opponents. In PvE, they are not a one-shot kill on very tough adversaries, but they are guaranteed to wipe out lesser foes and still deal heavy damage to hard targets. Because Golden Gun can be activated and "held," this gives you an element of mobility and precision that the Titans' and Warlocks' offensive moves lack. You can trigger it before entering a known dangerous area and launch a devastating surprise attack.

Be careful about trying to use Golden Gun totally reactively. If you trigger it while under fire, you may get killed before you can complete the activation animation, get the gun in hand, and get on target. Golden Gun works best with a bit of preparation: know where your enemies are and which ones you want to take out, trigger it, and eliminate them before they can react. Keep in mind that Golden Gun does have damage falloff, and you cannot snipe targets at extremely long range. This ability works best at close to close-medium distances.

Deadeye

Significantly increases the accuracy of Golden Gun.

Deadeye greatly improves the accuracy of Golden Gun, giving you the ability to rapidly snapshot from the hip and reliably take down foes.

This is particularly potent in PvP, allowing you to line up and fire on three targets as quickly as you can pull the trigger. In any close-range engagement, you're undoubtedly going to land the shots.

In PvE, this upgrade is less needed, as you almost always have the time to aim and fire your shots accurately.

Combustion

Killing enemies with Golden Gun causes them to explode.

Combustion causes targets to detonate in an explosion, almost at a full force grenade power level, dealing 120 damage in a 5-meter radius.

This is particularly useful in PvE, as it gives Golden Gun some of the AoE power that the Titans and Warlocks enjoy. Against clustered adversaries, you can deal serious damage by detonating three enemies in rapid succession.

In PvP, this upgrade is generally less useful, as opponents are rarely clumped up long enough for the blast to matter, particularly since you can already eliminate nearby targets with follow-up shots.

Gunfighter

Reduces the cooldown of Golden Gun, allowing it to be used more often.

This takes 30 seconds off Golden Gun's recharge time, lowering it to four minutes.

Because your Intellect further modifies the baseline recharge time, this ability can significantly increase your Golden Gun uptime.

Combustion generally deals more PvE damage, and Deadeye instills more PvP confidence, but Gunfighter is the perpetually useful upgrade. It gives you more opportunities to eliminate key targets during tough missions and PvP matches.

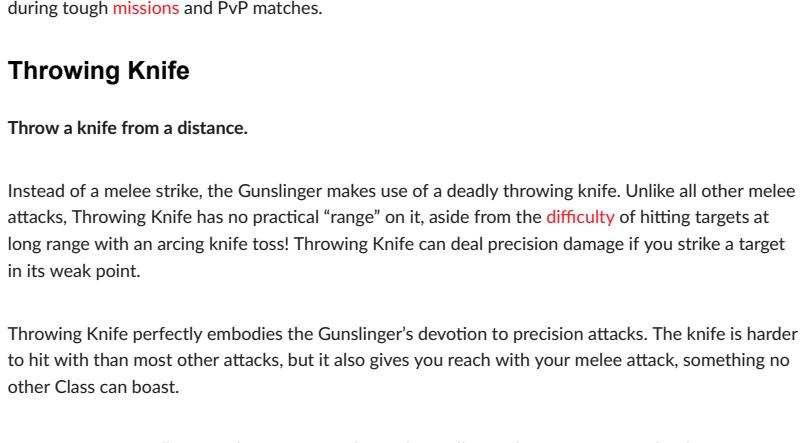
Throwing Knife

Throw a knife from a distance.

Instead of a melee strike, the Gunslinger makes use of a deadly throwing knife. Unlike all other melee attacks, Throwing Knife has no practical "range" on it, aside from the difficulty of hitting targets at long range with an arcing knife toss! Throwing Knife can deal precision damage if you strike a target in its weak point.

Throwing Knife perfectly embodies the Gunslinger's devotion to precision attacks. The knife is harder to hit with than most other attacks, but it also gives you reach with your melee attack, something no other Class can boast.

In PvP, if you can follow up a barrage of gunfire with a well-aimed toss, you can end a short-range fight instantly. It is also extremely useful for enemies that appear to be charging you for a melee strike of their own— land a knife hit before they get into range. In PvE, less agile targets are easy to hit even out to a medium distance, so don't hesitate to throw early and often. The more practice you get with this attack, the more deadly accurate you become.



Circle of Life

Killing an enemy with Throwing Knife while Golden Gun is active extends the duration of Golden Gun. +1 Armor.

This is one of the most specific and least useful upgrades for general utility, giving you slightly more Golden Gun duration if you score a knife kill while it is active.

On the upshot, it gives you a static boost to Armor, and that is always useful. As far as the Golden Gun duration bonus, in PvE, this can let you score a more important kill by eliminating a weakened nearby target with your knife. You can then use your final shots on more dangerous targets at full health.

Incendiary Blade

Throwing Knife catches enemies on fire, dealing additional damage over time.

A very useful damage upgrade, Incendiary Blade adds a 25 damage DoT to Throwing Knife, dealing 5 ticks of 5 damage over 2.5 seconds like other burning effects.

Of the three Throwing Knife upgrades, this one is the easiest to use and adds a simple and guaranteed damage increase to your knife hits.

Knife Juggler

Precision kills with Throwing Knife immediately reset its cooldown.

As the high-risk, high-reward option, Knife Juggler demands that you score a precision kill to instantly refreshthe cooldown.

This isn't an easy feat in PvP, but if you can pull it off, you can chain knife throws back to back and combine them with gunfire or a follow-up knife strike to score a multi-kill.

In PvE, chaining precision kills on weaker enemies is absolutely possible. This provides an ammo-free short-ranged method of eliminating multiple enemies.

ABILITY MODIFIERS

Tier 1

Scavenger

Picking up ammo reduces the cooldown of your grenade and Throwing Knife.

A significant boost to your grenade and melee recharge timers, Scavenger gives you 10-15% of your meter back for each box. Note that this can absolutely be combined with various weapon mods that interact with ammo drops, giving you more recharge over the course of a PvE mission.

Scavenger is generally less useful in PvP, but all special ammo boxes do work for it. Remember that all ammo boxes, including heavy, drop extra ammo for nearby friendly players. So, even if a teammate opens the crate, you can still pick up an extra ammo pack.

Keyhole

Golden Gun overpenetrates and can damage multiple targets.

Keyhole causes your Golden Gun to penetrate a single target, potentially allowing you to take out six adversaries with one Golden Gun charge. This is a very useful upgrade in PvE. Combined with Combustion, Keyhole can allow you to decimate a tightly packed group of foes almost as quickly as the Titan or Warlock AoE supers.

In PvP, this can help you against clustered enemies, particularly in hallway battles. However, the requirement for both multiple targets and multiple targets arranged in a neat line makes this a difficult talent to utilize fully.

Gunslinger's Trance

Precision kills increase weapon Stability. Stacks up to three times.

This is a powerful bonus to Stability, granting +20 per stack with a 15-second duration. Three stacks can cap the Stability value on all but the weakest Stability weapons in the game.

If you are skilled at scoring precision kills in PvE, you can use this perk alone to compensate for a poor Stability score on a primary weapon, greatly increasing your lethality. This comes with a few caveats, however. The higher the difficulty of the mission, the harder it is to chain kills rapidly, even on relatively weak enemies. The other concern is that relying on Trance for your Stability can put you in a rough spot if your weapon is normally difficult to handle without the bonus.

With all that said, this is still very much worth experimenting with in combination with weapons of varying Stability levels. In PvP, this perk can be useful. The 15-second duration is lengthy enough to get into another fight after a precision kill, and even a single stack is enough of a bonus to be noticeable.

Tier 2

Chain of Woe

Precision kills increase weapon reload speed. Stacks up to three times.

Another powerful weapon stat bonus, Chain of Woe grants you +20 Reload per stack. On top of that, unlike Gunslinger's Trance, if you hit the Reload cap, it gives you a 5/10/15% bonus to Reload beyond the cap for each stack you have at the cap. Unlike Gunslinger's Trance, Chain of Woe's effect isn't as dramatically impactful on your performance. If anything, it provides a slight bonus to sustained damage output in PvE.

Over the Horizon

Increases the range of Golden Gun. +1 Agility.

The description of this talent is a little misleading. Actually, Over the Horizon essentially removes the damage falloff from Golden Gun. Functionally, this means that you can kill a target anywhere in range that you can hit them, rather than having the shot drop off over distance. This does not influence "Range" in the same sense as the weapon statistic. Rather, it affects your actual ability to use Golden Gun on distant targets. This is useful in both PvE and PvP, as it allows you to stay back and hammer distant targets with a hard-hitting precision super.

Gambler's Dagger

Gain an additional Throwing Knife.

Gambler's Dagger gives you two knives that you can toss in rapid succession. The recharge on the second knife begins once your first is "reloaded," and this takes twice as long as your normal recharge rate.

You can pair Gambler's Dagger with Knife Juggler to give you an extra shot at scoring an instant recharge or to quickly kill an enemy in PvP. Alternately, combine it with Incendiary Blade to set two targets alight. Remember that burn damage does not stack. If you rapidly throw both knives at one target with Incendiary Blade active, you reset the DoT duration; you do not extend it.

PASSIVES

Tier 1

Path Forgotten

Training focused on toughness and speed.+2 Armor, +2 Agility

Path Forbidden

Training focused on battle Recovery and speed.+2 Recovery, +2 Agility

Path Unknown

Training focused on battle Recovery and toughness.+2 Armor, +2 Recovery

Tier 2

Way of the Drifter

Training focused on all attributes.+2 Armor, +1 Recovery, +2 Agility

Way of the Fearless

Training focused on toughness at all costs.+5 Armor

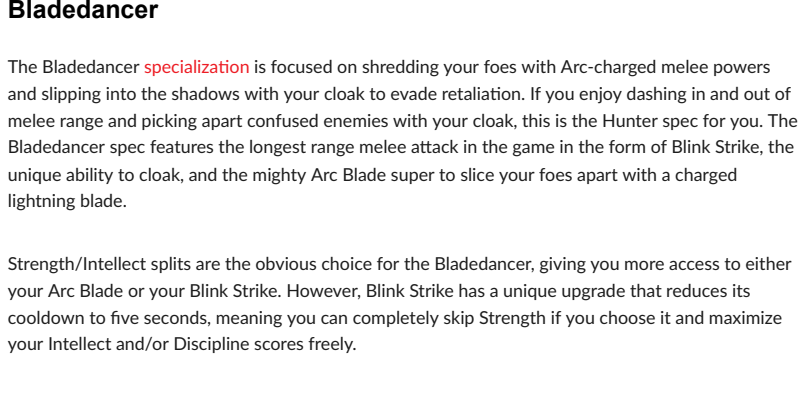
Way of the Nomad

Training focused on maximum battle Recovery.+4 Recovery, +1 Agility

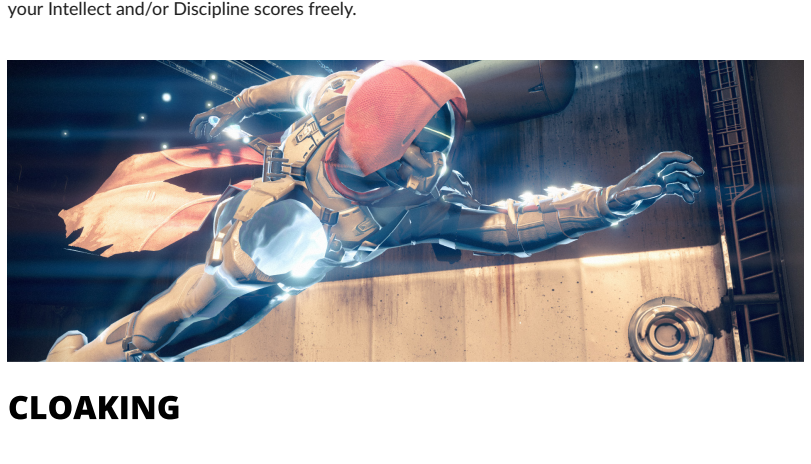
Bladedancer

The Bladedancer specialization is focused on shredding your foes with Arc-charged melee powers and slipping into the shadows with your cloak to evade retaliation. If you enjoy dashing in and out of melee range and picking apart confused enemies with your cloak, this is the Hunter spec for you. The Bladedancer spec features the longest range melee attack in the game in the form of Blink Strike, the unique ability to cloak, and the mighty Arc Blade super to slice your foes apart with a charged lightning blade.

Strength/Intellect splits are the obvious choice for the Bladedancer, giving you more access to either your Arc Blade or your Blink Strike. However, Blink Strike has a unique upgrade that reduces its cooldown to five seconds, meaning you can completely skip Strength if you choose it and maximize your Intellect and/or Discipline scores freely.



CLOAKING



Bladedancer Hunters have the unique ability to cloak. While cloaked, enemy combatants in PvE lose track of you completely, though they can still fire at your last known position.

Cloaking also gives the Bladedancer one of the most important roles in difficult PvE missions: saving the Fireteam from a full wipe. This task becomes very, very important during Nightfall Strikes.

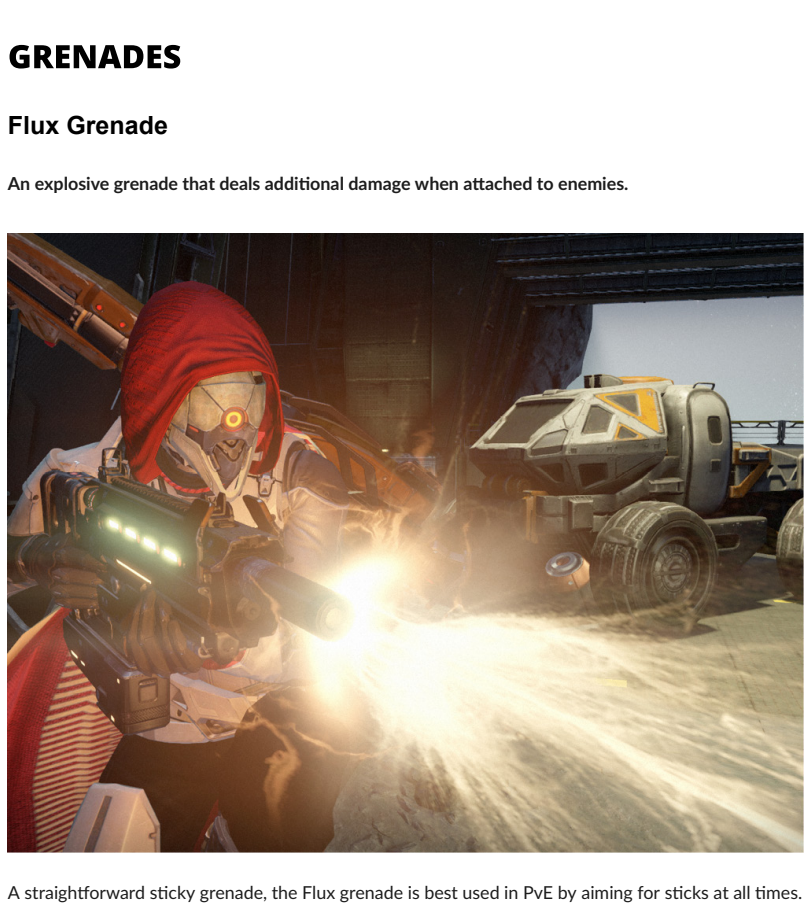
In PvP, you are visible as a ghostly outline that fades in or out depending on how quickly you are moving. Move slowly, and you are harder to spot. Sprint at full speed, and opponents can usually detect you.

Cloaking reduces your Motion Tracker signature in PvP. It is functionally identical to crouching, but you maintain full mobility while cloaked, so you can use the delay in the Motion Tracker to strike offensively. Push in one direction, then suddenly change course and attack from a flank. Often, players continue to monitor the direction of the first ping, and they may not spot your change of direction until it is too late. Cloaking slows tracker pulses to 5 seconds from the normal 3.

GRENADES

Flux Grenade

An explosive grenade that deals additional damage when attached to enemies.

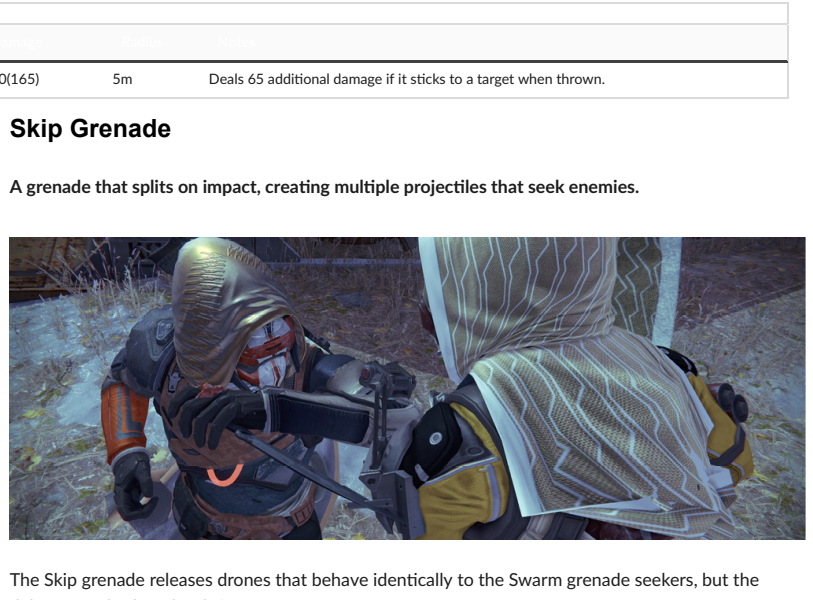


A straightforward sticky grenade, the Flux grenade is best used in PvE by aiming for sticks at all times. In PvP, tag enemies with it while you're cloaked. While tucked away in a dark corner or in an elevated position, you can often completely surprise a target in PvP, and landing the stick is a guaranteed kill on all but the toughest Titan targets.

100(165)	5m	Deals 65 additional damage if it sticks to a target when thrown.

Skip Grenade

A grenade that splits on impact, creating multiple projectiles that seek enemies.



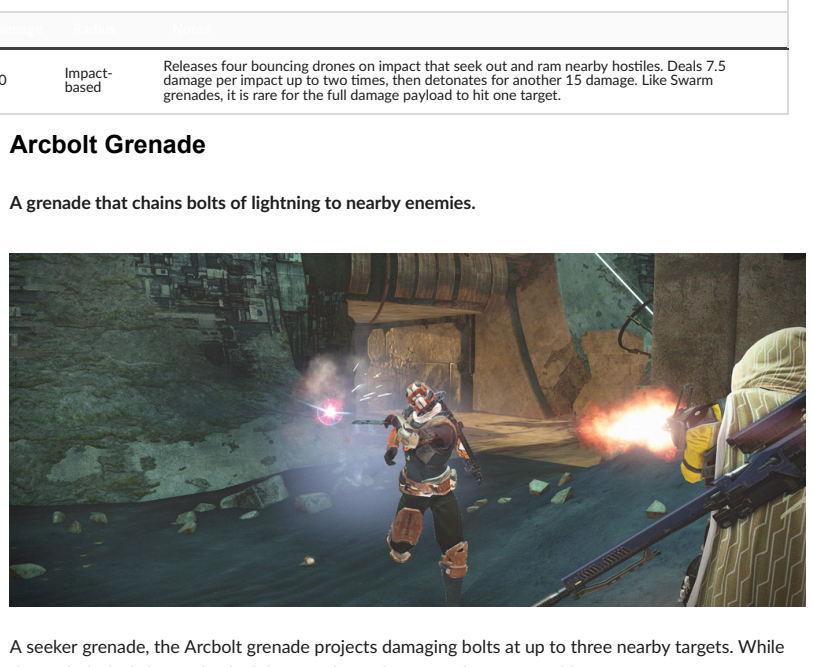
The Skip grenade releases drones that behave identically to the Swarm grenade seekers, but the delivery method is a bit different.

Where the Swarm grenade releases a cloud of seekers in place that attack nearby enemies, the Skip grenade releases four drones from the point of impact. The drones inherit any momentum behind the throw and then bounce away before seeking a target. This allows you to pull some tricky moves by bouncing Skip grenades off hard surfaces, floors, ceilings, and walls. You can manipulate various environmental features to get the seekers where you want them.

120	Impact-based	Releases four bouncing drones on impact that seek out and ram nearby hostiles. Deals 7.5 damage per impact up to two times, then detonates for another 15 damage. Like Swarm grenades, it is rare for the full damage payload to hit one target.

Arcbolt Grenade

A grenade that chains bolts of lightning to nearby enemies.



A seeker grenade, the Arcbolt grenade projects damaging bolts at up to three nearby targets. While the Arcbolt deals less individual damage than other grenades, it is notable for its ease of use—any targets in range are all but guaranteed to get hit. In PvP, the Arcbolt is extremely useful for flushing out, locating, or finishing off opponents.

The bolts from the Arcbolt grenade seek out a nearby target, then bounce to two more targets from the first target hit. The bounces can each ascend up to the full 8-meter range, so the maximum distance of this grenade is actually larger than it looks, depending on how enemies are positioned.

80	8m	Sends an 80 damage Arc bolt at up to three targets within the blast radius. Arc bolts can chain to additional targets.

ABILITIES

Double Jump

Jump a second time after leaving the ground.

A Bladedancer's Double Jump, Higher Jump, and Better Control are all identical to a Gunslinger's, though the Bladedancer's control gives +1 Recovery. Blink, however, is not at all the same…

Higher Jump

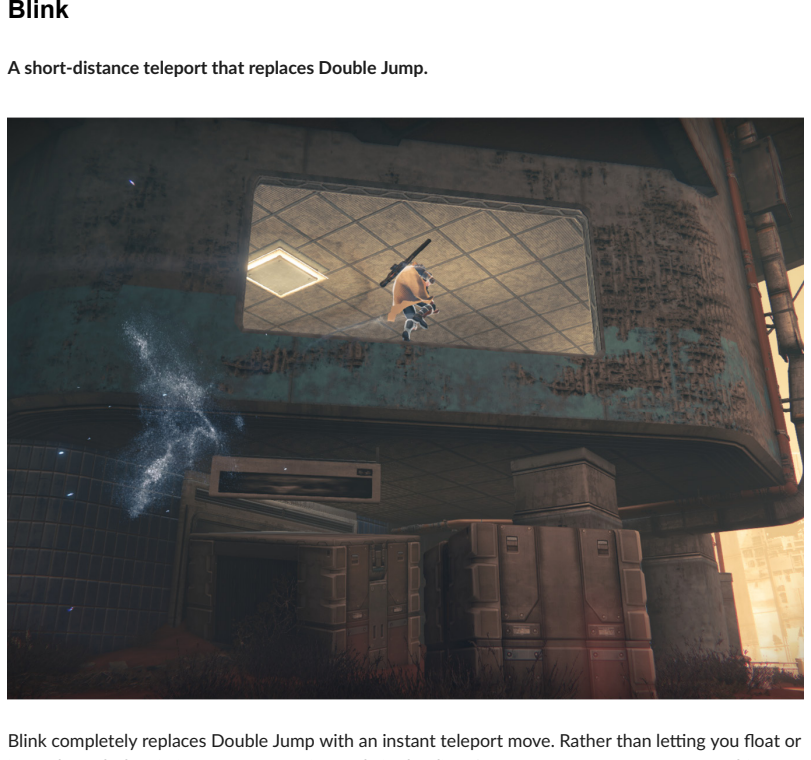
Upgrades Double Jump for even greater height.

Better Control

Upgrades Double Jump for better directional control while in the air. +1 Recovery.

Blink

A short-distance teleport that replaces Double Jump.



Blink completely replaces Double Jump with an instant teleport move. Rather than letting you float or jump through the air, it transports you instantly in the direction of your current momentum. This means that you can jump in one direction, look in another, and then Blink in the direction you are moving without looking.

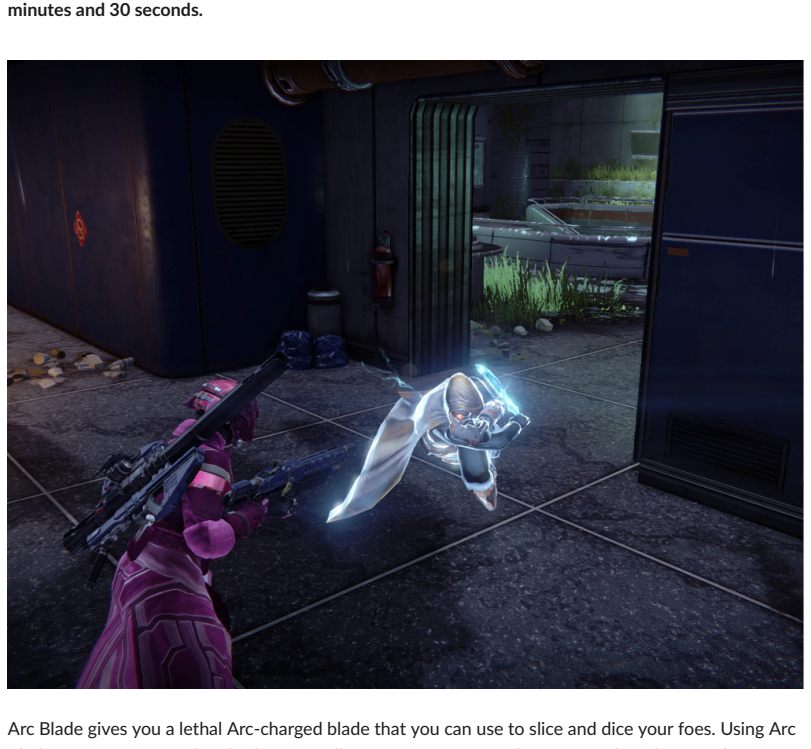
You can use Blink twice in quick succession before it requires a short cooldown. Remember this in PvP: trying to repeatedly Blink in combat can get you in serious trouble, especially if you need a Blink to escape a bad situation. Blink is a bit more difficult to use for general mobility and terrain traversal than the other movement abilities, which is the tradeoff for having an instant movement speed.

In PvP, Blink can be extremely powerful for disengaging or disorienting an opponent. The instant teleport can get you out of trouble or take you behind an opponent before they realize where you have moved. Alongside the Bladedancer's potent melee abilities and cloak, you have a powerful combination for rapid aggressive movement. In PvE, Blink can save you from hostile fire by moving you behind cover immediately, rather than leaving you floating in midair. But be wary, as the penalty for missing a Blink in high-difficulty PvE missions is often deadly.

Blink is generally harder to use than the other movement abilities, but it rewards mastery. If you decide to pursue it, unlock it and use it as often as possible to learn its distinct quirks.

Arc Blade

Charge your blade with Arc Light, and consume your foes with lightning. Has a recharge time of four minutes and 30 seconds.



Arc Blade gives you a lethal Arc-charged blade that you can use to slice and dice your foes. Using Arc Blade grants you control in third person, allowing you to see nearby enemies directly around you.

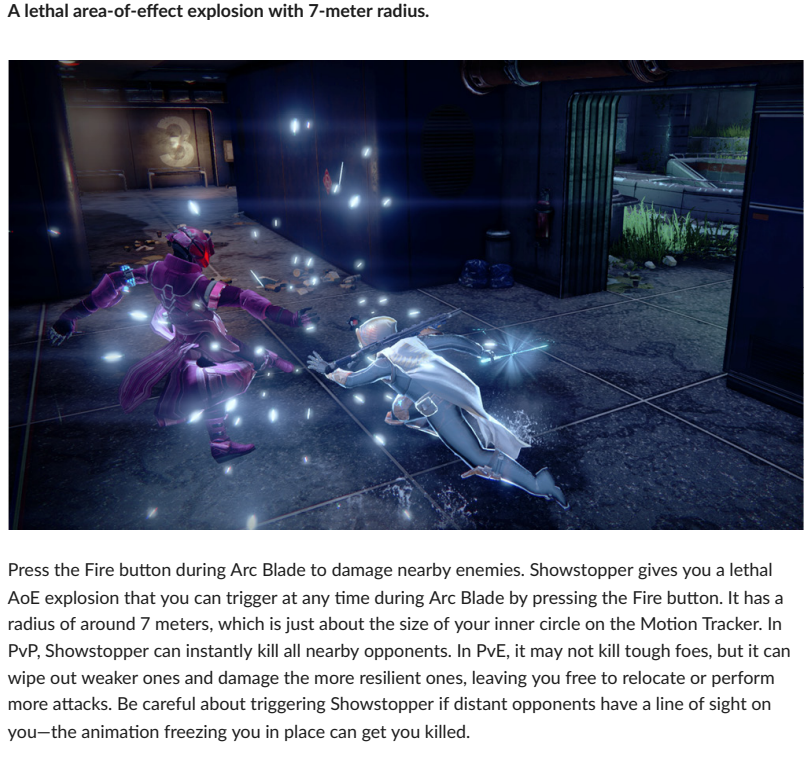
Pressing melee while aiming in any direction causes you to lunge in that direction with a swift melee strike, and Arc Blade has a very generous auto-lock. If there's an adversary in that direction, you are all but guaranteed to hit them. An important note: if you leave the stick neutral while pressing melee, you automatically target nearby enemies. This is particularly deadly if you know you are surrounded by foes, as you can simply hammer the Melee button until nothing but ash remains. You can also use Arc Blade while in midair, combining it with your movement abilities to close the distance or intercept an opponent in midair in PvP. Pair it with Blink to instantly get you into close range.

Arc Blade drains over time, normally giving you around 12 seconds of use. However, if you use a melee strike or any of the Fire button special moves, it drains more quickly. Swinging reduces the meter whether you hit or not, and hitting a target takes about the same energy as one of the special moves.

Arc Blade is unique among supers as a melee range attack. Like all super moves, it has a long lunge distance and gives you damage resistance while it is active. Still, you must plan when and how to use this super in both PvE and PvP to safely get the most out of it. Blindly activating it and rushing into the middle of a group of enemies can score you a bunch of kills, or it can end up with you bleeding out far from any friendly Guardians to revive you. As with Golden Gun, choose your time and activate it in advance, triggering your blade and then assaulting your chosen target swiftly.

Showstopper

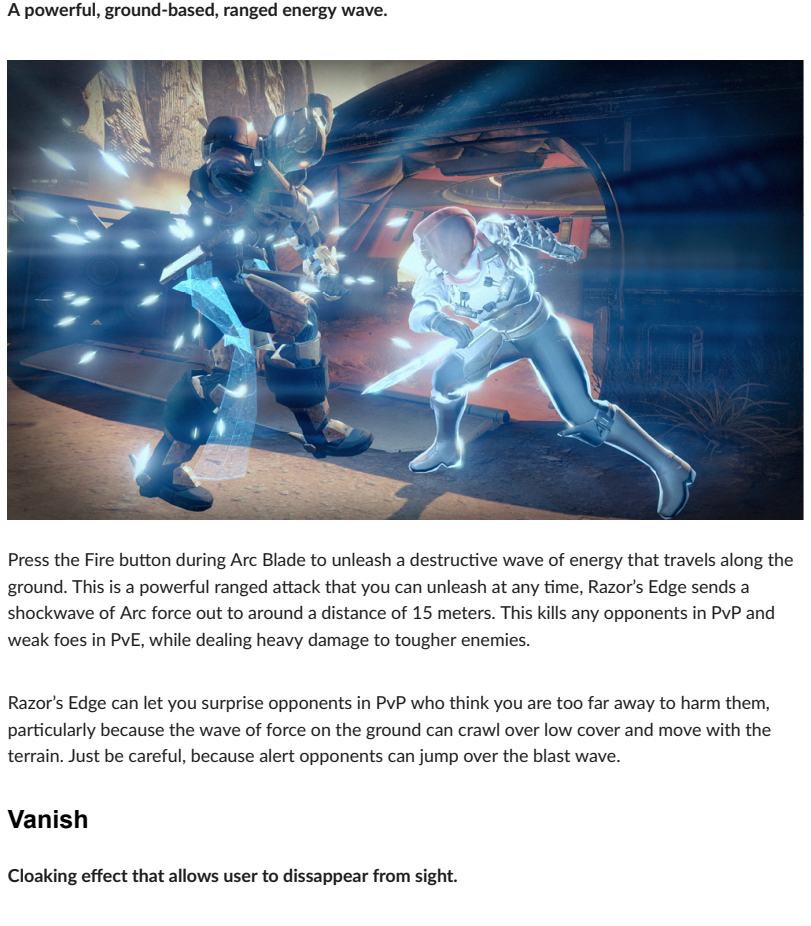
A lethal area-of-effect explosion with 7-meter radius.



Press the Fire button during Arc Blade to damage nearby enemies. Showstopper gives you a lethal AoE explosion that you can trigger at any time during Arc Blade by pressing the Fire button. It has a radius of around 7 meters, which is just about the size of your inner circle on the Motion Tracker. In PvP, Showstopper can instantly kill all nearby opponents. In PvE, it may not kill tough foes, but it can wipe out weaker ones and damage the more resilient ones, leaving you free to relocate or perform more attacks. Be careful about triggering Showstopper if distant opponents have a line of sight on you—the animation freezing you in place can get you killed.

Razor's Edge

A powerful, ground-based, ranged energy wave.

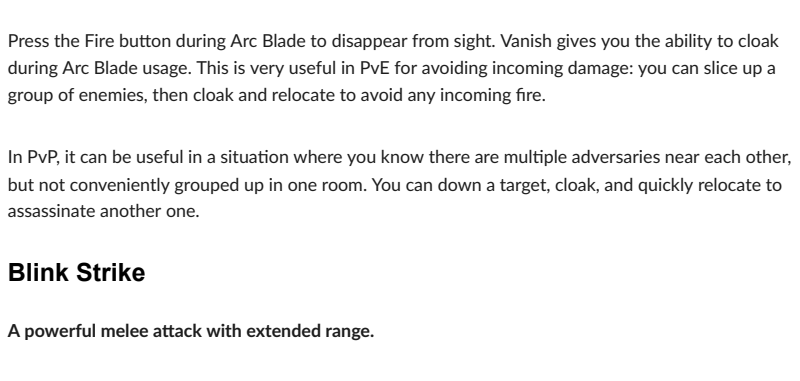


Press the Fire button during Arc Blade to unleash a destructive wave of energy that travels along the ground. This is a powerful ranged attack that you can unleash at any time, Razor's Edge sends a shockwave of Arc force out to around a distance of 15 meters. This kills any opponents in PvP and weak foes in PvE, while dealing heavy damage to tougher enemies.

Razor's Edge can let you surprise opponents in PvP who think you are too far away to harm them, particularly because the wave of force on the ground can crawl over low cover and move with the terrain. Just be careful, because alert opponents can jump over the blast wave.

Vanish

Cloaking effect that allows user to dissappear from sight.

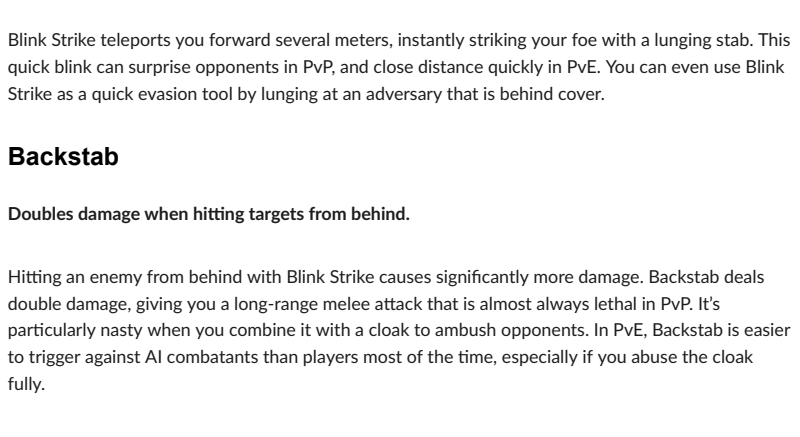


Press the Fire button during Arc Blade to disappear from sight. Vanish gives you the ability to cloak during Arc Blade usage. This is very useful in PvE for avoiding incoming damage: you can slice up a group of enemies, then cloak and relocate to avoid any incoming fire.

In PvP, it can be useful in a situation where you know there are multiple adversaries near each other, but not conveniently grouped up in one room. You can down a target, cloak, and quickly relocate to assassinate another one.

Blink Strike

A powerful melee attack with extended range.



Blink Strike teleports you forward several meters, instantly striking your foe with a lunging stab. This quick blink can surprise opponents in PvP, and close distance quickly in PvE. You can even use Blink Strike as a quick evasion tool by lunging at an adversary that is behind cover.

Backstab

Doubles damage when hitting targets from behind.

Hitting an enemy from behind with Blink Strike causes significantly more damage. Backstab deals double damage, giving you a long-range melee attack that is almost always lethal in PvP. It's particularly nasty when you combine it with a cloak to ambush opponents. In PvE, Backstab is easier to trigger against AI combatants than players most of the time, especially if you abuse the cloak fully.

Fast Twitch

Reduces the cooldown of Blink Strike.

An incredibly powerful talent, Fast Twitch cuts your Blink Strike cooldown to five seconds! Needless to say, this is one of the more powerful melee talents in the game if you enjoy melee combat.

Fast Twitch lets you take full advantage of your maximum range melee strikes, essentially as often as you want. It also means that you can put the full focus of your stats into Intellect and Discipline without losing any melee effectiveness.

Escape Artist

Allows the user to cloak instantly after hitting a target with Blink Strike.

Hitting an enemy with Blink Strike grants brief invisibility. Escape Artist causes you to instantly cloak after a Blink Strike, giving you a full 7.5 second cloak duration. In PvE, this is very useful for scoring a hit and then evacuating from a dangerous situation safely. You can keep Escape Artist in your pocket for when you need it, triggering it mid-combat to escape. In PvP, you may cause enough confusion when you cloak to score a kill. Typically, though, if you're in another player's line of sight, they're not going to lose their fix on you because you triggered a cloak. However, if you strike from the flank or rear, or if you finish an opponent with Escape Artist, you can often take advantage of the cloak to ambush another nearby foe.

ABILITY MODIFIERS

Tier 1

Fleet Footed

Increases maximum sprint speed and extends slide distance. +1 Agility.

Fleet Footed does not stack with the weapon mod that extends slide distance, though you still gain the movement speed boost. Fleet Footed is particularly nice in PvP when combined with a shotgun, but it is also a generally useful mod for mobility in both PvE and PvP. The extended slide distance can get you into cover more quickly, and extra movement speed is always beneficial.

Quick Draw

Weapons ready immediately after dealing damage with any knife attack.

A powerful talent for melee combat, Quick Draw causes your weapon to come up almost instantly after a melee attack. Combining Quick Draw with a shotgun blast is a guaranteed kill against an opponent in PvP.

In PvE, Quick Draw is less important, as the gain to burst damage is less vital than PvP, where fractions of a second can determine a fight.

Shadowjack

Increases the duration of invisibility effects.

Shadowjack is a good talent if you find that you are often hitting the limit of your cloak duration in PvE or PvP.

In general, the base time for cloaking is plenty to get away from enemies in PvE, but extra time can be useful in PvP for scoring ambushes. If you move from place to place behind cover, the reduction of your Motion Tracker signature can easily get you into a flanking position to score a kill.

Tier 2

Encore

Killing an enemy with Arc Blade extends its duration.

Encore is a very useful talent in PvE for extending the mayhem that you can perform while Arc Blade is active. Against large groups of weaker foes, you can cut a swath through the entire pack with Encore active. In PvP, it is rare for you to have enough targets to make the extra duration from kills worthwhile.

Stalker

Gain invisibility after crouching in place for a short time.

A Class-defining talent in PvE, Stalker is one of the most powerful tools in the game for party support. Like the Titans' Ward of Dawn, this is an irreplaceable tool for keeping your team alive during a Nightfall mission. The ability to cloak at any time, on demand, can allow you to "stealth revive" your teammates, potentially saving your team from a wipe.

In PvP, this talent is equally powerful, giving you the ability to cloak before beginning an assault on any enemy position or before moving into known enemy territory.

Stalker has a 10-second cooldown before it can be re-triggered. If you go into the cloak and drop out of it immediately by attacking, you can't re-cloak instantly.

Hungering Blade

Kills with Arc Blade and Blink Strike immediately regenerate health.

Hungering Blade competes with Stalker for utility. While Stalker is typically a more powerful talent in most situations, Hungering Blade can grant you significant additional durability in combat.

Any kills with Arc Blade or Blink Strike give you an immediate 10 point heal, then let you heal for an additional 1.5 seconds, even if you are taking damage.

This health regeneration can keep you standing in both PvE and PvP, helping you to survive and score follow-up kills. In the case of Arc Blade in particular, this can result in continuous healing as you cut through a group of foes, but a Fast Twitch Blink Strike is also potent.

PASSIVES

Tier 1

Path Forgotten

Training focused on toughness and speed.+2 Armor, +2 Agility

Path Forbidden

Training focused on battle Recovery and speed.+2 Recovery, +2 Agility

Path Unknown

Training focused on battle Recovery and toughness.+2 Armor, +2 Recovery

Tier 2

Way of the Drifter

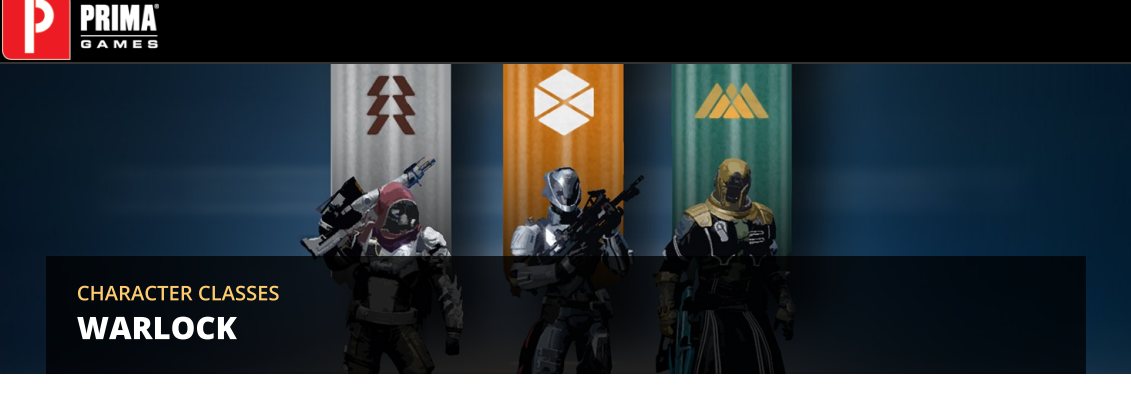
Training focused on all attributes.+2 Armor, +1 Recovery, +2 Agility

Way of the Fearless

Training focused on toughness at all costs.+5 Armor

Way of the Nomad

Training focused on maximum battle Recovery.+4 Recovery, +1 Agility



CHARACTER CLASSES
WARLOCK

WARLOCK

Savants, scholars, masters of their own minds, wielding forces so powerful they can sunder reality on the battlefield. Warlocks have a deep understanding of their Light, and their manipulation of it borders on the mystical.

They wield Void and Solar forces, bombarding their foes with crushing Void energy or infusing their bodies with raging Solar power.

Warlocks begin with the Voidwalker specialization, unlocking Sunsinger at level 15.

Voidwalker

The Warlocks' Voidwalker specialization grants you access to the mighty Nova Bomb super, a concentrated explosion of Void energy that can annihilate your enemies. The Voidwalker is also heavily focused around a Class-specific mechanic known as "Energy Siphon," a special boost to your grenade recharge times granted by the Warlocks' melee attack, Energy Drain.

Energy Siphon opens the possibility for a very grenade-focused build that isn't simply high Discipline, as it can pair Strength and Discipline, or even ignore Strength and trigger the siphon effect from grenades exclusively when certain passive talents are selected. And, of course, your Nova Bomb super gives you a ranged explosive attack that can wipe out entire groups of hostiles from a distance.

GRENADES

Vortex Grenade

A grenade that creates a vortex that continually damages enemies trapped inside.

A short-range, high-damage area denial grenade, the Vortex grenade creates a globe of damaging Void energy. It deals damage in extremely rapid pulses, with up to 100 damage per second if a target stays inside the blast zone.

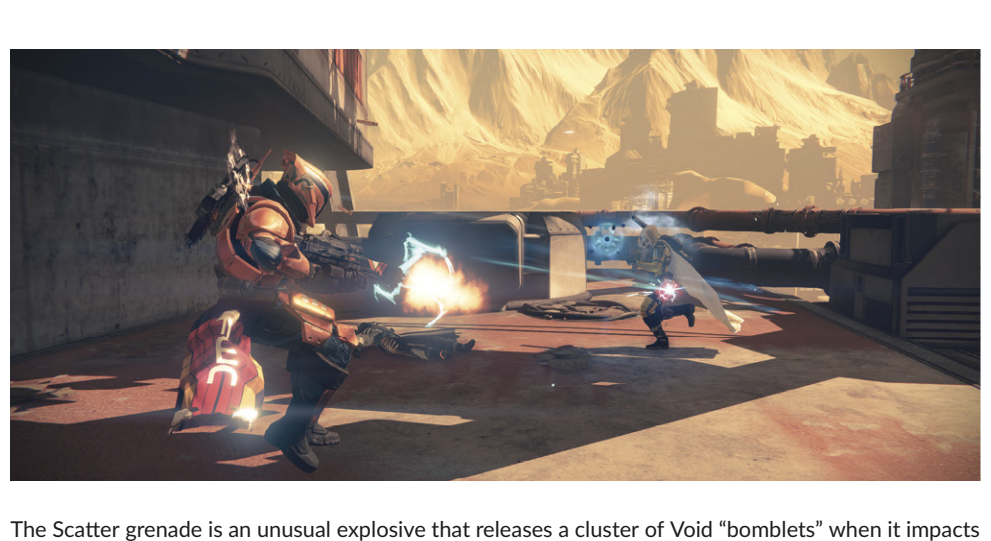
Vortex grenades do not have damage falloff, but they do have a fairly small radius, so dealing the full damage amount to a target is unreliable.

These grenades work quite well for area denial, especially with the Vortex Mastery talent, giving you a very long-lasting and highly damaging Void field to guard an area.

350	4m	Deals damage in extremely rapid pulses, totaling 100 damage per second for 3.5s. Does not have damage falloff. Vortex Mastery boosts duration to 6s for 600 total damage.

Scatter Grenade

A grenade that splits into many submunitions and covers a large area with explosions.



The Scatter grenade is an unusual explosive that releases a cluster of Void "bomblets" when it impacts a target.

The damage dealt depends on how close the target is to the bomblets when they go off, as there are several miniature waves of explosions after the Scatter grenade impacts.

The bomblets that appear drop toward the ground, so it is possible to throw the Scatter grenade against a wall or ceiling and hit a target behind cover when the bomblets fall.

In general, to maximize damage, you want to land the grenade squarely at your target's feet. Rapidly moving AI combatants or enemy players who are fully aware of you may be difficult to hit.

120-160	~9m	Detonates on impact, releasing a cluster of Void bomblets. Damage varies based on the proximity of the target to the bomblets.

Axion Bolt

A bolt of Void Light that forks into smaller bolts on impact, which seek toward enemies.

Axion Bolt is a seeker grenade, launching two bolts of pure Void energy that deal 90 damage each to any target within 10 meters of the impact site. This grenade is excellent for locating targets behind cover, or for use in PvP when you are aware of a hostile opponent on the Motion Tracker but uncertain of their exact position.You can also use an Axion Bolt to finish off a fleeing target. While these grenades deal less damage than other types, their homing capability is fast and accurate.

90	10m	Sends a 90 damage Void seeker at up to two nearby targets within the blast radius.

ABILITIES

Glide

Jump and then press Jump again while in the air to activate Glide.

Glide is the Warlocks' special movement mode. Triggered by pressing Jump a second time in midair, you can double tap Jump to quickly launch yourself upward, or you can perform a normal jump and then Glide from an elevated position across the landscape.

Glide has some of the easiest aerial control of the three Classes, but the tradeoff is vulnerability. You move slowly and gracefully through the air, which is nice and easy to control, but also nice and easy to shoot.

When there are no enemies around, feel free to use full-length Glides, but in PvP or PvE, don't float around in the open with foes nearby, as you make a very easy target. Get in the habit of cancelling Glides early, and learn how to use your initial boost of momentum to get where you need to go without a long hangtime. Quickly double-tap Jump for a fast Glide (even better with High Agility).

Focused Control

Upgrades Glide for better directional control while you're in the air.

Focused Control greatly improves your air control, giving you very precise mobility while levitating.

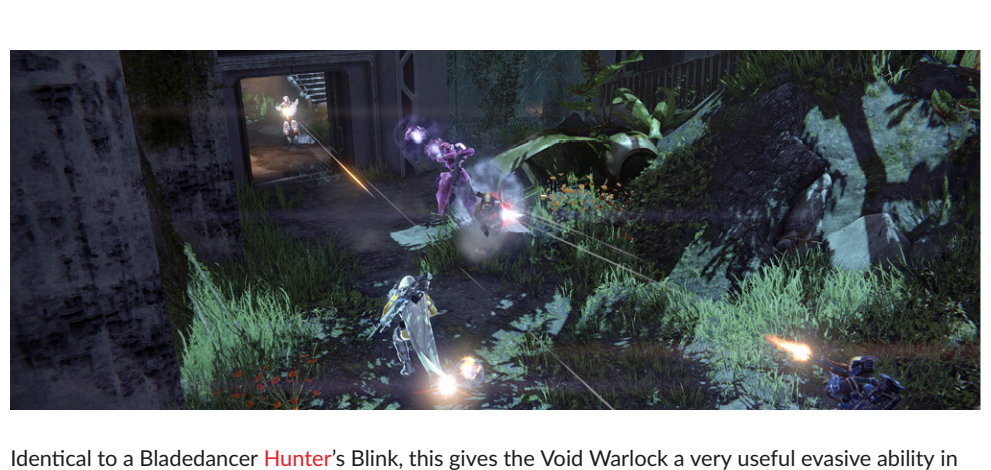
Focused Burst

Upgrades Glide to provide an initial boost of speed.

An excellent choice for PvP, Focused Burst gives you speed when you need it, which is immediately as you trigger the Glide. You can use this to reach elevated positions more quickly or escape behind cover from a bad situation. Focused Burst is also a good choice in PvE if you care more about rapid mobility than fine control.

Blink

A short-distance teleport that replaces Glide.



Identical to a Bladedancer Hunter's Blink, this gives the Void Warlock a very useful evasive ability in both PvE and PvP. All of the same advice that applies to a Hunter applies to a Warlock: Blink requires practice to master, but it rewards you well for doing so.

Nova Bomb

Hurl an explosive bolt of Void energy at the enemy, disintegrating those caught within its blast. Has a recharge time of four minutes and 30 seconds.

Nova Bomb launches a devastating blast of Void energy, targeted where your camera is aimed. When the blast hits, it is instantly fatal to nearby opponents in PvP, and it deals heavy damage to enemies in PvE. Note that you can launch Nova Bomb while in midair. Using Glide or Blink to gain elevation before you launch Nova Bomb can give you the angle required to nail a group of targets behind cover. Be careful with elevated Nova Bomb launches in PvP. Players expect Warlocks to use them, and it is possible to get shot out of the sky before (or after) you throw your Nova Bomb. Nova Bomb is deadly in PvP against clumped opponents on objectives, and it is similarly effective against groups of enemies in PvE. Nova Bomb's damage is similar to Fist of Havoc. It lays down a 9-meter radius blast that does have damage falloff away from the blast epicenter.

Vortex

Nova Bomb creates a Vortex that continually damages enemies trapped inside.

Vortex adds a lingering field of Void energy that continuously damages foes within. This attack deals its damage in rapid pulses the same way as a Vortex grenade, lasting for six seconds for a potential total of 600 damage.

As opponents in PvP are exceedingly unlikely to survive a Nova Bomb in the first place, you can use the aftermath to keep nearby hostiles off of a key objective or out of a doorway or hallway.

In PvE, Vortex can add significant damage to your Nova Bomb, because tougher enemies in PvE can survive a direct impact from the blast, and Vortex adds a substantial lingering damage boost.

Shatter

Nova Bomb splits into three projectiles.

Shatter splits your single mighty Nova Bomb into three smaller, but still lethal, projectiles. Shatter trades focused blast damage for wider area saturation. Especially in PvE against more scattered targets, and even more when paired with the Angry Magic talent that makes your Nova Bomb seek targets, Shatter can allow you to clear a wide area of weaker enemies.

In PvP, any of the smaller explosions are still likely to be fatal to any opponent caught in them. A nasty trick is to take Angry Magic, aim Shatter up and over cover, and let the tracking seek out and kill adversaries for you.

Lance

Nova Bomb travels farther and faster.

Lance speeds Nova Bomb up and gives it a straight trajectory. It also gives you precise targeting that aims exactly where your crosshair is pointed. It is ideal for targeting vehicles in PvE or PvP, as you can hit even fairly nimble targets with pinpoint accuracy.

Lance can also be a nasty surprise in PvP for players who expect you to use Nova Bomb at a close to medium distance. Lance allows you to bombard a target area from a great distance, delivering a full-strength explosion on impact.

This attack does have a slightly smaller radius than the normal Nova Bomb, but the tradeoff in speed and accuracy can often be worth it.

Energy Drain

A powerful melee attack that drains energy from enemies and uses it to reduce the cooldown of your grenade.

Energy Drain triggers the Energy Siphon effect when you hit an opponent, multiplying your grenade recharge speed by 1.6x for five seconds. Your Discipline score boosts this multiplier further, so despite its short duration, Energy Drain can give you a significant increase of grenade energy every time you melee an enemy.

Surge

Damaging an enemy with Energy Drain increases movement speed for a short time.

Surge causes Energy Drain to max your Agility and Handling stats, greatly increasing your mobility and improving your gun-handling ability. It lasts for 15 seconds, giving you plenty of time to make good use of its benefits. On a Strength-focused build, you can get good uptime on Surge, significantly improving your overall speed. This attack is useful in both PvE and PvP, as a good Agility score is always important in combat, and Handling improves weapon responsiveness in all situations.

Life Steal

Killing an enemy with Energy Drain immediately restores a significant portion of your health.

Life Steal requires you to score a kill shot with Energy Drain, but the tradeoff is an instant 10 point heal and 1.5 seconds of health regen, even if you are taking damage. Particularly helpful for improving your durability with a Strength-focused build, Life Steal can be useful if you find yourself fighting at close-range frequently.

Soul Rip

Killing an enemy with Energy Drain reduces the cooldown of Nova Bomb.

Soul Rip gives an impressive 10% bonus to your super meter when you kill an adversary with Energy Drain. If you are focused on Strength and Intellect, Soul Rip can improve your Nova Bomb frequency significantly as long as you are aggressive about downing weak foes with Energy Drain.

ABILITY MODIFIERS

Tier 1

Annihilate

Increases the size of explosions created by Nova Bomb and grenades. +1 Agility.

Annihilate increases the radius of all of your explosives by 10%, and this includes the detonations triggered by the Bloom talent. In any grenade-focused build, Annihilate can improve your overall damage output in PvE or PvP.

Angry Magic

Nova Bomb tracks enemies. +1 Armor.

Angry Magic gives Nova Bomb target tracking, causing it to automatically seek out the closest hostile target as it travels.

Angry Magic is especially nasty with Shatter or Lance. Shatter can give you three separate seeking projectiles, and Lance gives you an extremely fast-moving and hard-to-dodge Nova Bomb that is very useful against distant nimble enemies.

The Hunger

Increases the duration of the Energy Drain effect.

The Hunger increases the duration of Energy Drain by three seconds. This is a very significant bonus, especially if you have a good Discipline score.

This is a very useful talent for increasing your overall damage output in PvE. In PvP, pairing this talent with Embrace the Void gives you the ability to trigger a long-lasting Energy Siphon from any grenade hit—not a difficult task.

Tier 2

Vortex Mastery

Increases the range of Axion Bolt seekers and the duration of the Vortex effect of Nova Bomb and Vortex grenade.

Vortex Mastery doubles the range of Axion Bolt seekers and adds 2.5 seconds to both Nova Bomb's Vortex and the Vortex grenade's damaging fields. If you want to focus on area denial in PvP, this talent is extremely useful.

In PvE, Vortex Mastery is often a straight damage increase. You can often damage enemies with the lingering fields, particularly in enclosed areas.

Bloom

Enemies killed by any of your abilities explode.

Bloom causes any foe killed by any of your grenades, Nova Bomb, or Energy Drain to explode, dealing an impressive 140 damage blast in a 5-meter radius.

Bloom is generally more useful in PvE than PvP, where it can cause devastating chain explosions in groups of clustered adversaries.

Embrace the Void

Damaging enemies with Nova Bomb or any grenade triggers the Energy Drain effect.

Embrace the Void is an extremely powerful talent that causes all of your Nova Bomb and grenade hits to trigger the Energy Siphon buff, refreshing your grenades faster. This talent is unquestionably strong. However, it has less raw burst damage potential than Bloom and less focused area denial than Vortex Mastery.

Still, if you are focused on overall sustained damage-per-second (DPS) output, Embrace the Void can give you very rapid grenade recharge times in PvE or PvP.

PASSIVES

Tier 1

Arcane Wisdom

Training focused on battle Recovery and speed.+2 Agility, +2 Recovery

Arcane Spirit

Training focused on battle Recovery and toughness.+2 Armor, +2 Recovery

Arcane Force

Training focused on toughness and speed.+2 Armor, +2 Agility

Tier 2

Ancestral Order

Training focused on all attributes.+2 Armor, +2 Agility, +2 Recovery

Chaos Order

Training focused on raw speed.+5 Agility

Divine Order

Training focused on toughness at all costs.+4 Armor, +2 Recovery

Sunsinger

Sunsingers are Warlocks who channel Solar power through their bodies, embracing the pure energy to infuse themselves and their allies with rejuvenating power…and burn their foes to the ground. A Sunsinger's Radiance is a unique super ability that provides you with powerful offensive and defensive bonuses. It can even bring you back from beyond the grave! A Sunsinger also has several talents focused on igniting his or her foes—everything burns.

Given Radiance's unique power, focusing on Intellect or splitting Intellect is often a wise choice, but you can also focus on Discipline and spreading burning damage with your array of Solar grenades.

The Sunsinger's ability to revive after death can also save your Fireteam from a wipe in a Nightfall mission, giving this specialization similar PvE mission importance alongside Defender Titans and Bladedancer Hunters. And, of course, surprising someone who thought they had you down in PvP is always satisfying…

GRENADES

Solar Grenade

A grenade that creates a flare of Solar Light that continually damages enemies trapped inside.

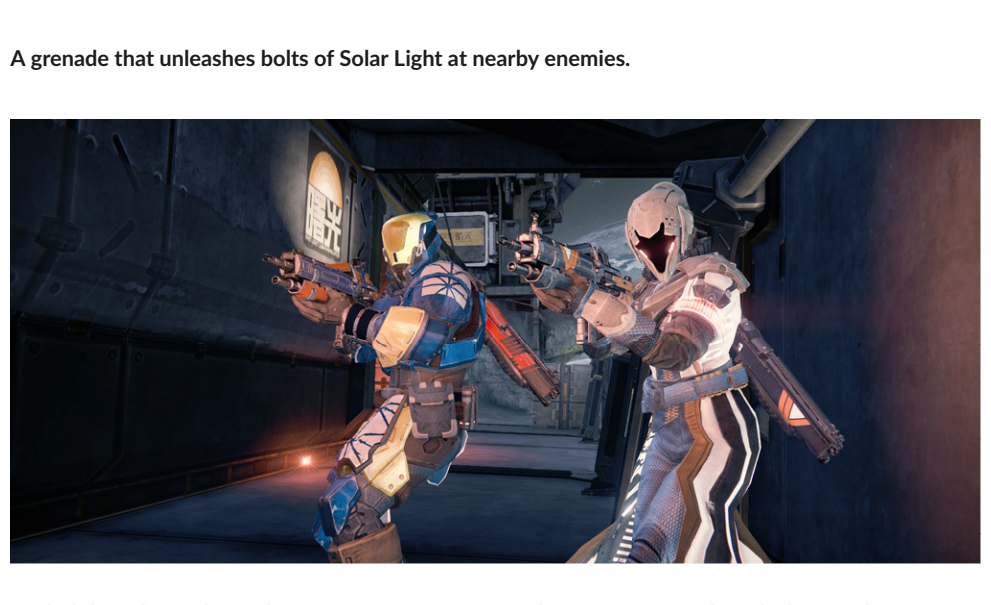
Essentially identical to a Voidwalker's Vortex grenade, the Solar grenade projects a continuous raging inferno, burning enemies within for 100 damage per second.

Ideal for area denial or for heavily damaging clumped or slow-moving targets, the Solar grenade is also an easy way to set multiple adversaries on fire if placed at a chokepoint when you are using the Touch of Flame talent.

350	4m	Deals damage in extremely rapid pulses, totaling 100 damage per second for 3.5s. Does not have damage falloff.

Firebolt Grenade

A grenade that unleashes bolts of Solar Light at nearby enemies.



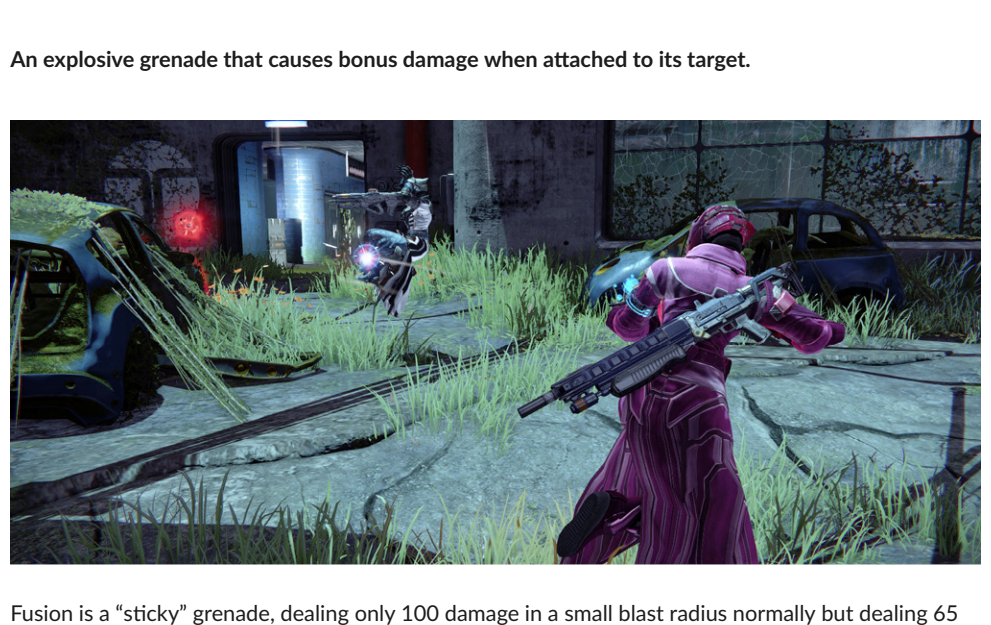
Firebolt launches Solar seekers at up to four targets within its 8-meter radius, dealing 80 damage to each target. Like the other seeker grenade types, Firebolt is ideal for locating foes behind cover and finishing off running targets.

Unlike other seeker grenade types, Firebolt can be amplified with Touch of Flame, allowing you to light enemies on fire with incredible ease.

80	8m	Sends an 80 damage Solar bolt at up to four targets within the blast radius.

Fusion Grenade

An explosive grenade that causes bonus damage when attached to its target.



Fusion is a "sticky" grenade, dealing only 100 damage in a small blast radius normally but dealing 65 bonus damage when stuck to a target. This amount is enough to be fatal to all but heavily armored Titans in PvP.

In PvE, if you choose to use Fusion grenades, be sure to stick them to high-priority targets. Otherwise, you're better served with Firebolt or Solar grenades.

100(165)	5m	Deals 65 additional damage if it sticks to a target when thrown.

ABILITIES

Glide

Jump and then press Jump again while in the air to activate Glide.

Focused Control and Focused Burst are identical to a Voidwalker's Glide upgrades.

Focused Control

Upgrades Glide for better directional control while in the air.

Focused Burst

Upgrades Glide to provide an initial boost of speed.

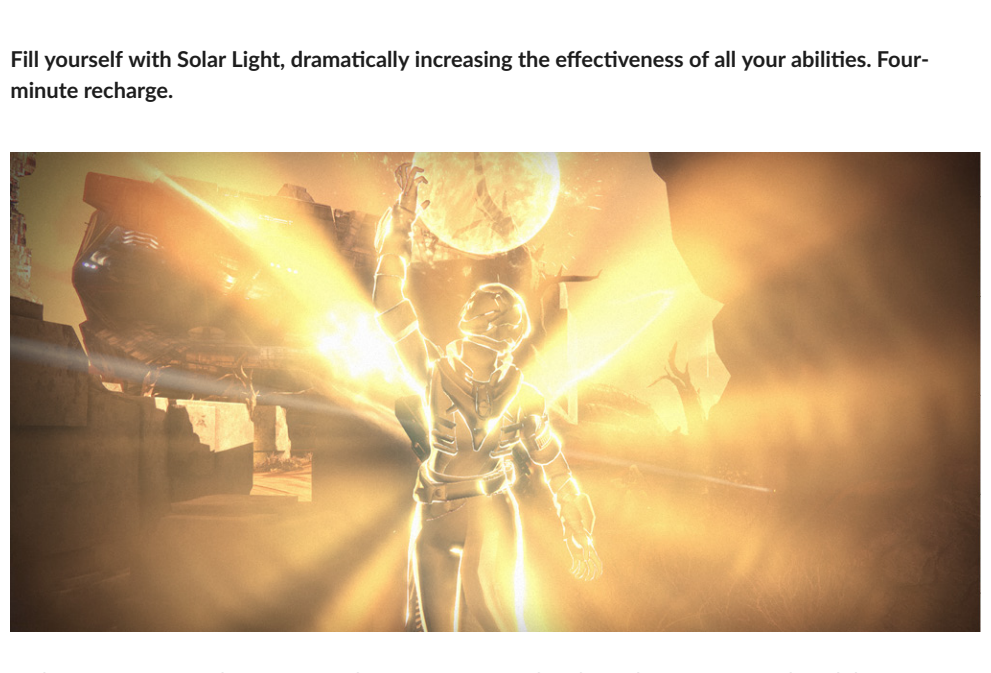
Balanced Glide

Upgrades Glide to provide bonuses to both speed and control.

Balanced Glide gives you a bit of a boost to both air control and initial aerial speed. The bonus isn't as great as either individual talent, but providing a balanced boost gives you a very flexible upgrade to Glide.

Radiance

Fill yourself with Solar Light, dramatically increasing the effectiveness of all your abilities. Four-minute recharge.



Radiance is a powerful super move that infuses you with Solar Light for 13 seconds. While active, you are granted damage resistance to all incoming damage, your grenades and melee abilities recharge much faster, and your melee strikes become highly damaging in PvE and lethal in PvP.

The recharge bonuses to grenades and melee also scale with your Discipline and Strength scores, potentially giving you incredibly fast recharge times. Whenever possible, use your grenade and melee strikes before you trigger Radiance to obtain the maximum benefit from the recharge bonuses. Radiance's damage resistance, combined with its boost to your melee damage, can make you a lethal threat in close quarters in PvP, and that's ignoring your ability to burn everything with a firestorm of Solar grenades in PvE or PvP.

Radiant Skin

While active, Radiance reduces incoming damage.

Radiant Skin increases the damage resistance of Radiance further, making you even tougher to take down while it is active. This is the most selfish of the three upgrades to Radiance, making it a good choice when you're soloing in PvE or PvP.

Song of Flame

While active, Radiance reduces all cooldowns for nearby allies.

Song of Flame is a powerful support upgrade for Radiance, granting your allies a huge bonus to their grenade and melee recharge times. This attack has a radius of around 10 meters, just beyond the edge of the center of your Motion Tracker.

Any ally in range gets a 10-second buff from Song of Flame. Even if they move out of range, they retain the recharge benefits for the duration of the buff.

When playing with a Fireteam, you should definitely call your Radiance use. If you coordinate a grenade barrage and activate Song of Flame, you can cause a huge spike in your party's damage output.

Fireborn

Radiance can now be activated from beyond the grave. Doing so returns you to life.

Fireborn gives you the ability to resurrect from beyond death, reviving like a Phoenix exactly where you fell.

This is a very powerful ability in both PvE and PvP. In PvE, it can save your Fireteam from a wipe on high-difficulty or Nightfall missions. In PvP, the ability to revive and ambush nearby enemies can be decisive.

However, be careful with Fireborn in PvP while playing the smaller game modes. In a Salvage or Skirmish match, skilled opponents will mark your use of Fireborn and expect your revival after you use it once.

Scorch

A powerful melee attack that ignites enemies, causing damage over time.

Scorch is a blazing Solar melee attack that ignites foes and burns them for 25 damage over 2.5 seconds, on top of the damage from Scorch itself.

Flame Shield

Killing an enemy with Scorch reduces incoming damage for a short time. +1 Armor.

Killing an adversary with Scorch maximizes your Armor and grants you a 55 health shield.

Flame Shield can increase your durability substantially. Warlocks often run lower Armor values in favor of Recovery, so Flame Shield can help you emerge victorious in multi-target melee situations.

Solar Wind

Hitting an enemy with Scorch knocks them back.

Solar Wind gives your Scorch a strong knockback, sufficient to push away overzealous opponents in PvP and nasty melee foes in PvE.

In situations where jumping away is impossible or inadvisable, Solar Wind can give you some breathing room. Knocking an opponent away in PvP can cause them to whiff a retaliatory melee strike, giving you time to finish them off with gunfire.

Brimstone

Killing adversaries with Scorch causes them to explode.

Brimstone causes enemies killed with Scorch to detonate in a 70 damage, 5-meter explosion. Interestingly, this counts as a "grenade" for the purposes of Touch of Flame, meaning that it can ignite nearby adversaries that are struck by the blast, dealing further burn damage.

Brimstone is a solid choice in PvE, especially on missions that typically involve a lot of close-quarters fighting. It is generally less useful in PvP.

ABILITY MODIFIERS

Tier 1

Radiant Will

Increases the duration of Radiance.

Radiant Will boosts the duration of Radiance by 2 seconds to 15 seconds total. This seems like a small bonus, but remember that Radiance's benefit to your grenade recharge rate can mean that this gives you one or two additional grenade throws. That's a lot of potentially free damage, and if you are running Song of Flame, the bonus is extended to your Fireteam, as well.

Sunburst

Killing an enemy with Scorch has a chance to generate Orbs of Light.

Sunburst can generate Orbs of Light when you kill an opponent with Scorch. This is an almost pure support ability. Giving up Viking Funeral (or even Radiant Will) is a significant sacrifice, but if you are playing with an organized Fireteam on a high-difficulty mission, Sunburst can be worth using.

Viking Funeral

Enemies you ignite burn longer and take more damage.

Viking Funeral is a nasty upgrade to all of your burn effects, doubling their duration and damage to 5 seconds and 50 damage. On a burn-focused build, Viking Funeral is mandatory.

Tier 2

Touch of Flame

All grenades ignite enemies, causing damage over time.

Touch of Flame causes all of your grenades and the blast from Brimstone to ignite any foe they damage. This deals the normal burn damage, 25 damage over 2.5 seconds.

A Discipline-focused build can get a lot of mileage out of this talent. It is particularly effective in PvE for boosting sustained damage output, but it can also be nasty in PvP for constantly lighting the opposing team on fire. Touch of Flame pairs perfectly with Viking Funeral for even more immolation.

Gift of the Sun

Gain an additional grenade.

Gift of the Sun gives you a second grenade. Like a Gunslinger's similar talent, this talent allows you to store a second grenade that refreshes at half speed after your first grenade is replenished.

This talent forces you to trade off two very useful talents in the same tier. But, in exchange, you gain increased burst damage, which is particularly useful in PvP. In that mode, you can often kill one or more enemies almost instantly with a pair of Firebolt grenades. In PvE, Gift of the Sun can add an amazing amount of damage output from grenades during Radiance.

Angel of Light

Aiming your weapon while in the air holds you in place for a short time. +1 Agility.

Angel of Light is a powerful and unique utility talent that allows you to suspend yourself in midair while aiming. This can give you just enough time in PvP to land a critical headshot over cover. In PvE, you can line up shots against an otherwise unreachable target.

Angel of Light significantly expands your ability to target enemies accurately. However, avoid exposing yourself to excessive danger by hovering in the open. In PvP in particular, you must be careful with how you use Angel of Light. If used properly, you can gain access to sightlines and shots that are nearly impossible for other Classes. If used unwisely, you simply make yourself a very easy target.

PASSIVES

Tier 1

Arcane Wisdom

Training focused on battle Recovery and speed.+2 Agility, +2 Recovery

Arcane Spirit

Training focused on battle Recovery and toughness.+2 Armor, +2 Recovery

Arcane Force

Training focused on toughness and speed.+2 Armor, +2 Agility

Tier 2

Ancestral Order

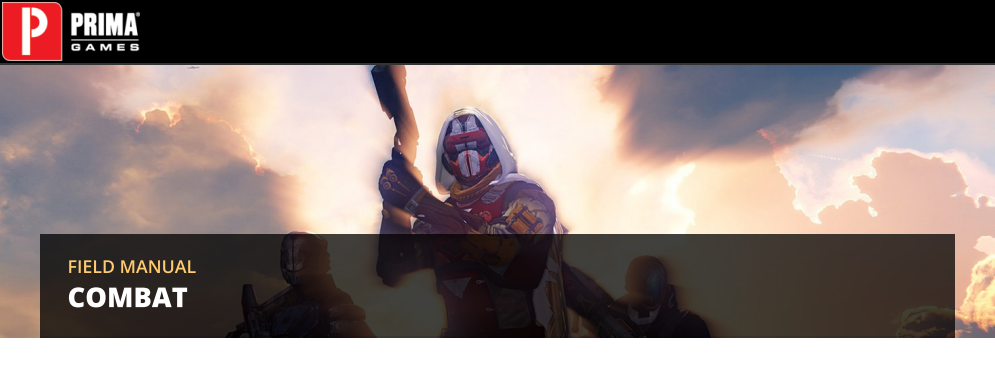
Training focused on all attributes.+2 Armor, +2 Agility, +2 Recovery

Chaos Order

Training focused on raw speed.+5 Agility

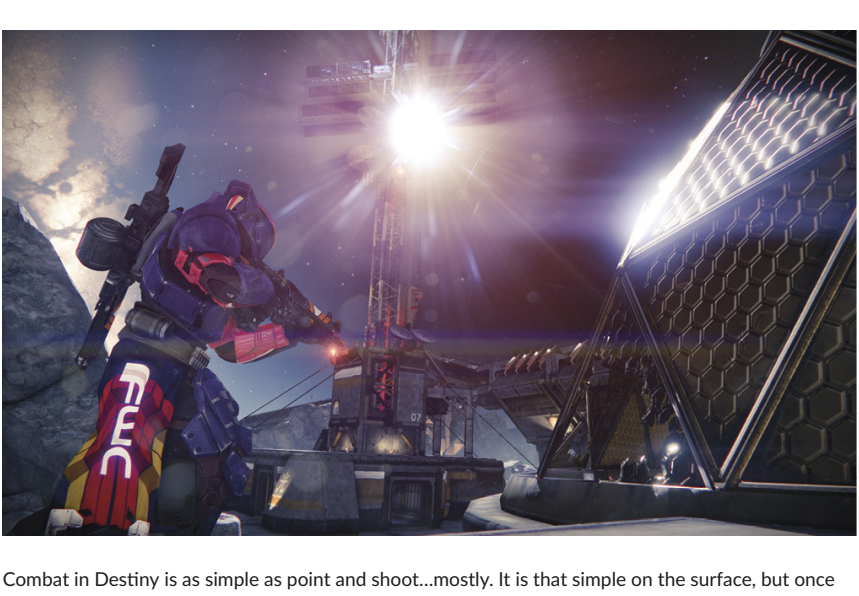
Divine Order

Training focused on toughness at all costs.+4 Armor, +2 Recovery



FIELD MANUAL

COMBAT



Combat in Destiny is as simple as point and shoot…mostly. It is that simple on the surface, but once you look a little deeper, complexities begin to unfold. At the beginning of the game and at low levels, your options are severely limited. You have an incomplete set of weapons, your weapons and armor lack stats and mods, and your Class specializations are not yet fully unlocked. As you progress, more options for customizing your performance on the battlefield open up. As this occurs, the complexity increases, as does your ability to form powerful combinations in your Fireteam.

WEAPONRY

PRIMARY WEAPONS

Auto Rifles, Pulse Rifles, Scout Rifles, Hand Cannons

As reliable tools of war, primary weapons deal good, consistent damage and have plentiful ammo, both in terms of the amount you can carry and how easily you can find it on the battlefield.

Auto Rifles

Fully automatic

Auto rifles are most powerful up close, where you can maintain nearly perfect accuracy through an entire magazine. Good Stability and a good sight can extend this performance out to a medium distance, but auto rifles generally lack the ability to deal their full potential damage to long-range targets. Also, nailing consistent precision shots is very difficult, even at a close-medium distance.

Pulse Rifles

Three-round bursts, semi-automatic

Pulse rifles work well out to a medium distance. Compared to a perfectly accurate auto rifle, they don't deal quite as much damage up close. At long range and compared to a scout rifle, missing shots in your bursts causes your damage to fall off. Between close-medium to medium-long distances, they perform well. With sufficient Stability and a good optic, you can often land a decent percentage of precision hits.

Scout Rifles

Semi-automatic

Scout rifles are long-range specialists. They are pinpoint accurate, deal good damage per round, and are ideal for scoring consecutive precision shots. If you can consistently land precision shots, scout rifles can perform quite well at a medium distance.

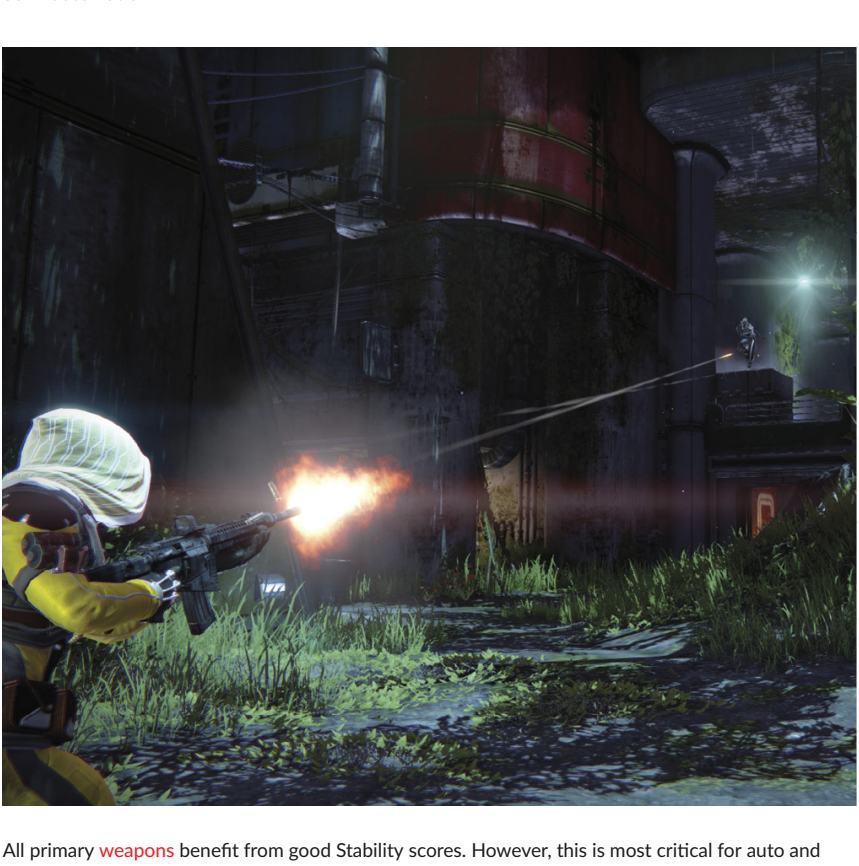
Hand Cannons

Semi-automatic

Hand cannons perform slightly better in terms of potential damage output than either pulse or scout rifles, but they demand excellent accuracy. Hand cannons have small magazines, and missing any shots causes them to fall behind the other weapons in damage output. In general, they work best out to a close-medium distance. Hand cannons deal the highest damage per shot of any primary, so if you can manage to chain precision hits with no delay and no misses, they can inflict heavy damage.

PRIMARY WEAPON NOTES

Semi-automatic



All primary weapons benefit from good Stability scores. However, this is most critical for auto and pulse rifles, weapons with high rates of fire. To achieve their maximum damage potential, these weapons require a majority of rounds fired in rapid succession to be on target.

Scout rifles and hand cannons can get away with slightly lower Stability simply because they are semi-automatic weapons. You can use the time between shots to ensure that you are on target for the next round.

Keep in mind that that delaying your shots due to poor Stability will result in a decrease in your potential DPS. This is generally only a serious concern in PvP, where fractions of a second count. In PvE, unless you're constantly slowing your damage output, it's usually not as big of an issue. Hand cannons in particular benefit from a good Reload stat, and having bonus magazine capacity doesn't hurt, either.

SPECIAL WEAPONS

Fusion Rifles, Shotguns, Sniper Rifles

Special weapons are your backup weapons, your close- and long-range specialists, and your most reliable source of elemental damage.

Fusion Rifles

Fusion rifles are strong out to a close-medium range, and the high Stability, high Range, low Recoil models can be used out to a medium distance. You must charge fusion rifles to fire by holding the trigger. The amount of time you must hold the charge varies based on the rifle's Charge Time stat. Once you fully charge a fusion rifle, it instantly shoots. You cannot hold the charge, so make sure you're on target when the rifle fires!

It is possible to "pre-charge" your fusion rifle by feathering the trigger, tapping and holding it until just before it fires, releasing, and repeating. Doing so can cut the effective Charge Time in PvE or PvP, but recognize that you do make noise when doing this in PvP!

Fusion rifles fire a volley of seven high-damage fusion energy blasts. Unlike all other weapons in the game, fusion rifles do not have damage falloff. That is, a fusion blast inflicts exactly the same damage at any range—other weapons begin to fall off to 50% of their maximum damage at long range. If you can stay on target, you can deal a very high burst of damage to a foe even out to medium range… but the staying on target part is the tricky bit. They kick up with each blast fired, and because all seven are fired instantly and consecutively, the recoil can be significant. Practice firing the fusion rifle while ADS, and learn to wrestle the recoil down as the fusion rifle fires the full volley. With practice, you can land remarkably accurate shots at a greater distance than you might first expect. At very short ranges, you can essentially use the fusion rifle as a shotgun, drilling your target with a hipfired volley. At any greater distance, though, ADS and fight the recoil to get as much of the volley on target as possible. Also, because of its unique mechanic of firing seven consecutive shots in a single volley, you can continue to aim as the weapon fires, placing some number of shots on multiple targets. This is a great way to take down multiple targets with a single charge.

Fusion rifles lack the shotgun's hair-trigger instant damage at short range, and they cannot compete with sniper rifles at long range. They are far more effective on targets too far for a shotgun and too close for a sniper rifle. In PvP, you can use the fusion rifle as a shotgun substitute in the sense that you can score a one-shot kill at close range (or even farther if you are on target). However, the charge time required to fire the fusion rifle means that up against a real shotgun, you're not likely to come out on top. Likewise, because of the lack of damage falloff, a fusion rifle can kill in one shot out to a surprising distance. Still, the greater the range, the harder it is to get the full volley on target, and if you miss, few PvP opponents allow a second chance.

Shotguns

Shotguns are brute force implements designed solely to deal lethal damage at short range and do nothing else. They do not have finesse (or any range, for that matter), but what they do, they do well.

You can easily hipfire shotguns because at the ranges you're using them, accuracy is rarely an issue. However, if you want to ensure that all your damage gets on target, use ADS and line up your shot squarely.

In PvP, shotguns can commandingly shut down other opponents in close-quarters fights, and a sliding shotgun blast or a shotgun-melee combo is extremely deadly. In PvE, shotguns are ideal for missions with many fights in confined spaces, and they are particularly useful for rapidly dispatching multiple lesser minions at short range. Shotguns have intense recoil, poor range, and slow reloads, but when you want a target dead immediately at short range, there is no better tool.

Sniper Rifles

Sniper rifles are long-range finesse implements, demanding a steady hand in exchange for dealing lethal precision damage. These are powerful long-range killing machines, limited by shallow magazines and ammo reserves. Sniper rifles also have a base zoom scope of 4x, so using them at short range is awkward, and hipfiring them is all but useless. However, at long range, sniper rifles are pinpoint accurate and deal heavy damage per shot. Always try to aim for precision shots to maximize your damage output.

In PvE, it's very important to have at least one sniper rifle of an appropriate element around in your Fireteam on any mission that involves long-range combat. The sniper can easily take care of distant threats and, critically, distant enemy snipers.

This also applies in PvP on any large map with long lines of sight. One competent sniper can keep an entire line of fire locked down, forcing opponents to take alternate routes. An uncontested sniper can deal serious damage with little fear of retaliation. In PvP, a single headshot is almost always fatal, while two body shots can usually take down an adversary.

In PvE, precision shots are almost always fatal on weaker enemies, and they deal very heavy damage on tougher ones. Depending on your damage output, you may be able to down weaker foes with body shots, but don't use your ammo for this unless you are sure you won't need it later on tougher or more dangerous long-range attackers!

Sniper Scopes in PvP

While ADS in a sniper rifle scope, you have a very visible gleaming laser sight that any player looking anywhere in your direction can see.

Be very careful about remaining stationary for too long in one spot while ADS, as you make a very easy target for counter-snipers.

Sight a target, scope in, take the shot, and move on.

Special Weapon Notes

All three weapons in the special weapon class are useful for different range bands, and they are also your primary source of elemental damage. Pairing a special weapon that complements your primary weapon range is a good idea. A shotgun can help make up for the scout rifle's weakness at close range, and a sniper rifle can assist you if you're using an unstable auto rifle or hand cannon.

The fusion rifle occupies a middle ground; unsurprisingly, it is the most broadly usable of the three. Keep in mind that while a fast-charging fusion rifle can (mostly) replace a shotgun for short-range combat, it cannot replace a sniper rifle for extremely long-range strikes. If you know that a mission requires dealing with targets at long range, either bring a scout rifle with a good sight, or bring a sniper.

In PvE combat, having a mix of range bands in your Primary Weapon and Special Weapon slots lets you deal with a variety of situations. By spreading the necessary elements around your Fireteam's special weapons, you can efficiently deal with shielded enemies. In PvP combat, you should choose your special weapon based on the map and mode in question, as well as your own personal playstyle preferences.

Quick Switching

Remember that you can switch from a heavy weapon to a special weapon instantly. Just double tap the Weapon Switch button when you switch off your heavy weapon.

HEAVY WEAPONS

Machineguns, Rocket Launchers

Heavy Weapons are your power weapons. Limited in ammo but devastating in effect, they can take down a dangerous target faster than any other weapon.

Machinegun

Machineguns are high-powered, high-recoil, fully automatic weapons. While they are broadly similar to auto rifles, they hit much harder per bullet and generally have higher recoil, making them more difficult to use at a distance. Machineguns also have slow reload times, so once you drain a belt of ammo, you need time and cover to reload safely. But when you need sustained damage output, machineguns are the heavy weapon of choice. Rockets are more powerful, but their ammo is even more sharply limited, and they can suffer from overkill. With a machinegun, on the other hand, you can use exactly as many bullets as necessary.

Elemental machineguns are particularly useful in PvE for agile shielded targets or for mobile shielded targets that are difficult or wasteful to hit with rockets (such as Wizards or Shanks on Mythic difficulty).

In PvP, machineguns lack the instant lethality and explosive AoE power of rockets, but they can potentially kill more targets per heavy ammo drop if you are careful. Prize Stability on machineguns, and hunt for a Legendary machinegun with a good set of mods. The right gun with the proper mods can be a truly lethal piece of hardware.

Rocket Launcher

Rocket launchers offer destructive firepower. Instantly lethal in PvP and devastating to vehicles and enemies in PvE, rockets are ideal when you need an entire room of enemies gone immediately.

A word of warning: rocket explosions don't have any friends, so if you are too close to the blast, you can take yourself down with your shot. Don't do that.

Rocket launchers vary in the speed of the rocket and the size and damage of the blast. Some are more suitable for mid-range targets (particularly with a tracking mod), while others are best used at close to close-medium distance.

It is often a good idea to use your Jump ability to get some altitude before you fire. A rocket's splash damage means that aiming down from above lets you get a perfect angle and drop the rocket directly at your target's feet.

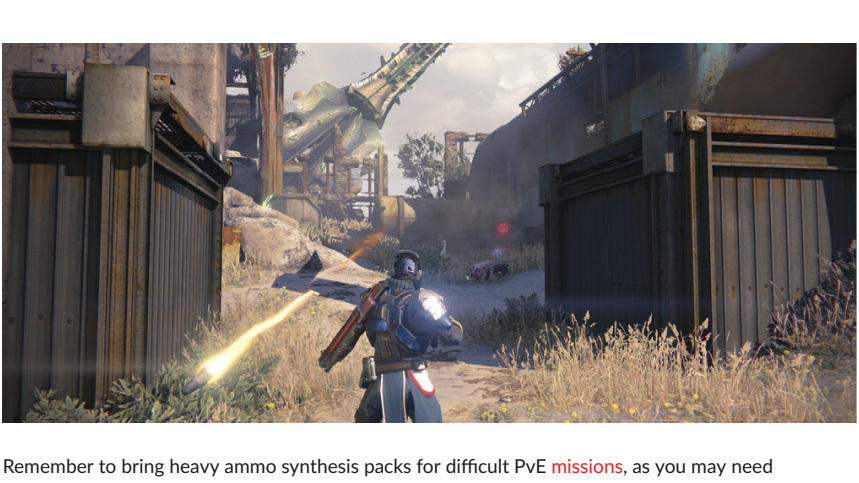
In PvP, if you care more about clearing clumped enemies or an objective area in Control or Salvage than sustained damage, a rocket launcher is preferable to the machinegun.

In PvE, rocket launchers are vital for quickly clearing waves of adds during certain encounters. Also, having at least one member of your Fireteam packing explosive firepower is a good idea.

Heavy Weapon Notes

Heavy Weapons are generally a less reliable source of elemental damage than Special Weapons, though a machinegun can work well if you are accurate and frugal with its use.

Otherwise, which Heavy Weapon you prefer largely amounts to personal preference, as both are highly damaging and effective. Rocket launchers excel at instant demolition but are often overkill against individual targets. Machineguns lack the AoE potential but offer you more sustained damage and ammo efficiency.



Remember to bring heavy ammo synthesis packs for difficult PvE missions, as you may need something heavy at a critical moment. Enemies in PvE rarely drop heavy ammo, but there are mods that can aid your ammo efficiency with heavy weapons. Keep an eye out for them.

In PvP, heavy ammo spawns randomly within a 30- to 45-second window every several minutes, with an announcer message occurring 10 seconds before it spawns. Most Crucible maps have two heavy spawns, but a few have three. Control those positions whenever possible.

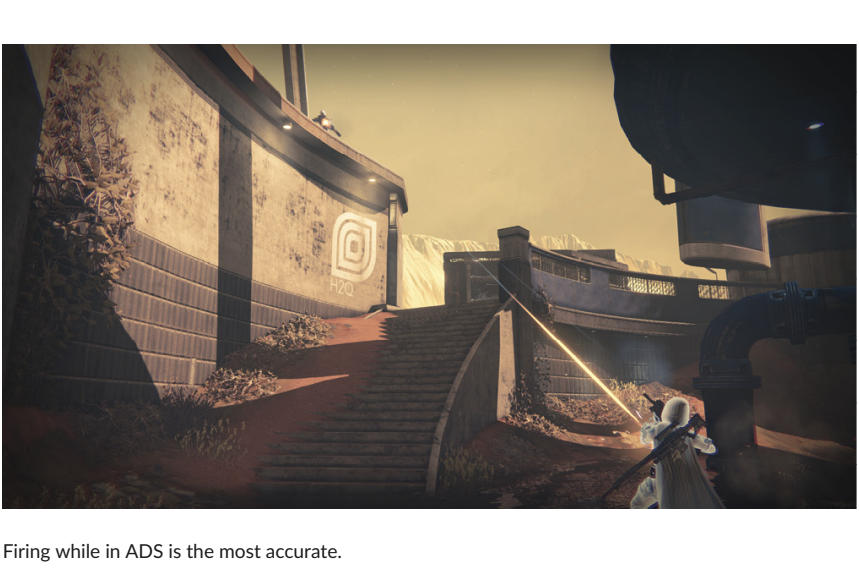
Important! Heavy Ammo Sharing in PvP

When you open an ammo container in PvP (special or heavy), it creates additional ammo packs for any friendly teammate within 20 meters or so. When playing with an organized Fireteam, always wait for teammates to get in range before you pop a heavy crate, unless you need the ammo immediately. Even in public games when you are playing solo, delaying a heavy pickup until you spot a friendly player or two moving closer can help tilt a match in your favor.

When you kill an enemy in PvP, they always drop heavy ammo if they had some in reserve. However, each time heavy ammo drops in this manner, the amount is cut in half, and if the amount drops too low, no ammo pack is created. Don't kill yourself by playing foolishly if you have heavy ammo. This can be worse than missing your shots, as giving the opposing team extra heavy ammo is a terrible thing to do to your team.

ACCURACY

A simple but important topic, accuracy is vital for using any weapon efficiently in Destiny. There are several factors that influence your accuracy:



Firing while in ADS is the most accurate.

Shooting from the hip is less accurate, and each shot causes your "bloom" reticle to expand, indicating the area where your shot may travel. The Range stat on your weapon affects the size of this bloom.

The Stability stat on your weapon helps dampen recoil while you are firing.

Holding down the trigger on an automatic weapon or mashing the trigger on a semi-automatic weapon is guaranteed to make your weapon bounce heavily. Only maximum Stability weapons with good recoil characteristics or mods can hope to stay on target when you fire them rapidly. Getting hit jostles your aim, and getting hit hard causes you to flinch hard. Some mods can affect this, and some weapons cause more flinch than normal when they hit in PvP. Jumping instantly causes your hipfire bloom reticle to maximize, and it kicks you out of ADS. If you attempt to ADS while in midair, you immediately drop out of any movement ability and fall to the ground.

DAMAGE

Damage in Destiny is calculated differently depending on where you are in the game and what activity you are doing.

In all places, your weapon class and the impact value of your weapon set your base damage. That is, all scout rifles of a given impact deal the same basic damage per shot. The general rule of thumb is that the faster a weapon fires, the less damage it deals per shot.

A higher rate of fire is more forgiving of misses, as you're losing less damage from each miss (for example, an auto rifle). A slower-firing weapon with high damage harshly penalizes you for misses (for example, sniper rifles and hand cannons).

In normal Crucible PvP, that's the extent of the calculation! You deal exactly the same damage with any weapon of the same class, rate of fire, and impact value no matter the level of the weapon in question, your level, your target's level, or your Attack or Defense values. That isn't to say that higher-level weapons are exactly the same, however. Although damage stays the same, high-level Rare and Legendary weapons can have more powerful mod combinations that you can't get on a low-level weapon.

In PvE and PvP where Level Advantages are enabled, however, Level, Attack, and Defense stats all play a role in the calculation. Additionally, in PvE, powerful enemies may be resistant to damage, while weaker foes may take more damage from precision shots.

Starting with your basic damage value, your level is compared to your target's level, then your Attack stat is compared to their Defense stat. If you are a higher level, with higher Attack, you deal considerably more damage, and vice versa if you are on the wrong end of that calculation.

But no matter where you are fighting, the only thing you really should worry about is having up-to-date weapons and armor. As long as you have level-appropriate gear and keep it upgraded, you always stand a good chance against enemies around your level. Note that the Level part of that calculation is handled differently in PvE and PvP where Level Advantages are enabled.

In PvE, enemies too far above your level can be outright immune to your damage. The general rule of thumb here is that at lower levels, you can fight adversaries several levels higher with difficulty, but as you approach Level 20, fighting foes more than three levels above you becomes increasingly suicidal. In Iron Banner PvP, the extreme ranges are clamped. You don't need to worry about opponents becoming immune to your damage or killing you with a single auto rifle bullet.

Precision Damage

Precision damage occurs when you strike a target in its weak point (if it has one). Doing so makes the damage number float up in a yellow color, slightly enlarged from its normal white display.

In PvP, an opponent's weak point is their head. Aiming for precision shots in PvP with primary weapons is absolutely vital to your survival. If you get into a heads-up firefight with an equally skilled player using a similar weapon, whoever aims for (and hits) the head will win the fight.

In PvE, most hostiles have weak points in their heads, with some exceptions. Various special creatures and robotic units have weak points in their "eyes," or in the case of the Vex, in their stomachs.

Some creatures in PvE do not have weak points, and neither do vehicles. This means that you cannot score precision damage shots against them, which is important for some Class abilities and weapon mods that trigger off precision damage or precision kills. Weaker enemies in PvE also take additional damage to their weak points, making them particularly susceptible to accurate weapons and a steady hand.

Most weapons have a 1.5x base multiplier, but a few weapons stray from that value.

Important! Shields Block Precision Damage

Foes with an elemental shield, such as a Fallen Captain with its Arc Shield, do not take any bonus precision damage until you destroy their shield.

This is one more reason that bringing correct elemental weapons on difficult PvE missions is crucial: you're losing out on a lot of damage potential against shielded enemies.

This is doubly true on Mythic difficulty, where hitting a shield with anything but the correct element reduces damage by 50%. If you deal sufficient damage in one shot to break a shield and the shot was on-target as a precision hit, you do get the increased precision multiplier for any remaining damage from that shot.

Elemental Damage

Special and heavy weapons, grenades, and super moves deal Arc, Solar, and Void damage. Most primary weapons deal Kinetic damage, although special or heavy weapons can deal it as well. Kinetic damage has no special attributes; it is simply "normal" damage.

Baseline	1.5x
Fusion Rifle	None
Shotgun	1.25x
Sniper Rifle	2.5x

Certain enemies in PvE have elemental shields, and if you hit a shield with the same element, you deal double damage. When you hit your target's shield, a larger critical damage style number in the color of the element floats up from it. Blue signifies Arc, red stands for Solar, and purple represents Void.

Bringing the correct element for the adversaries you expect to face in a given PvE mission is important, especially on higher difficulty levels.

On Mythic difficulty, each hostile enemy race gains one new elemental shield, and hitting a shield with anything but the correct element suffers a 50% damage penalty!

Consult the Codex chapter for specific details about which enemies have which elemental shields. In short, all you need to know to handle them is to bring appropriately aligned elemental weapons. In PvP, the element of your weapons or abilities has no effect on other players.

Elemental Skulls

Higher-difficulty PvE missions can have a variety of Skulls active, each of which makes the mission more difficult. One set of Skulls is oriented around increasing specific enemy elemental damage types.

Each enemy weapon and attack in the game has an associated element. While normally they do not have any special effects, with the elemental Skulls active, it's good to know which foes are especially dangerous! The Codex has details about enemy damage types for each enemy race.

FLINCH

Flinch is simply the effect of incoming damage on your accuracy. When you are damaged, your view is shaken. This harms your ability to land shots accurately, particularly when you're firing at long-range targets.

In addition to the small flinch that always occurs when you take damage, there is another larger flinch that occurs if you take a large amount of damage in a single hit or enough small hits in a short period of time.

Both flinches cause your view to jerk significantly, which can completely foul your aim, even at medium range. This is particularly devastating in Crucible matches when you're firing at long range.

Certain available mods can reduce Flinch. Keep an eye out for these on weapons that demand consistently high accuracy to perform well. There are also mods that can increase the flinch effect of your weapons. This is particularly nasty in PvP, but it is also useful in PvE to stagger enemies.

The following table gives you an idea of how hard each weapon hits in terms of its flinch effect. A weapon with a 2x multiplier causes twice as much stagger effect for the same amount of damage dealt. This has no effect on damage; it is simply an increase in how much a given weapon shakes your target.

Auto Rifle	1x
Pulse Rifle	1x
Scout Rifle	1.5x
Hand Cannon	1.75x
Shotgun	1x
Fusion Rifle	1x
Sniper Rifle	2x
Machinegun	2x
Rocket Launcher	2x

GRENADES

In both PvE and PvP, many grenade types are ideal for damaging groups of enemies. Opening a battle with a well-aimed grenade can soften your targets, giving you an edge in the firefight that follows.

There is a wide array of grenade types, so practice with all of the grenades available to your specializations. Some are more useful in PvE, while others fare better in PvP.

Blast grenades, the closest to a "normal" grenade type, deal the bulk of their damage in a quick explosive burst. These are perfect for dishing out instant damage to multiple targets, and they can deal more damage against alert and agile opponents than persistent-style grenades.

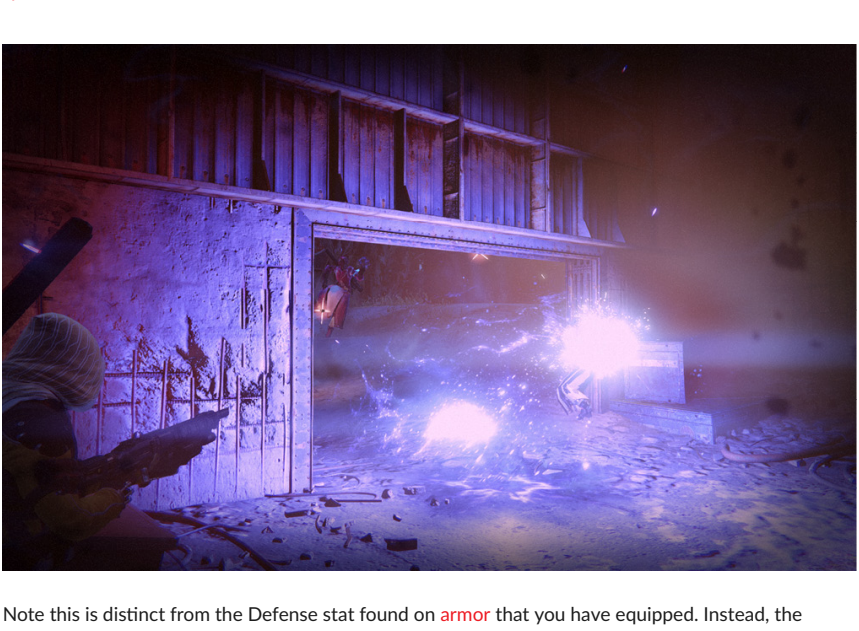
Persistent grenades leave fields of damaging energy or traps in their wake, harming any foes that remain within them or pass through them. These are great for blocking off hallways, chokepoints, and doorways, or for covering objectives in PvP. They tend to be less effective in open spaces, where enemies can easily avoid or move away from the affected area.

Seeker type grenades automatically track and attack nearby enemies. These are perfect for scoring hits on adversaries when you aren't certain of their exact location. They are especially useful in PvP for pinpointing an opponent's position that you've detected on the Motion Tracker. Seeker grenades have lower single-target damage potential than other grenades, but have very consistent and reliable damage delivery.

Sticky grenades can literally stick to their target, dealing more damage. These grenades are almost always lethal if you score a direct hit in PvP, and they are useful for dealing focused damage to single tough targets in PvE. They do require more throwing accuracy, and although they have a slight amount of tracking, you still must be fairly on target to score a stick.

HEALTH

Classes in Destiny have total health values ranging from 150 to 180. The exact amount varies depending on your Armor stat, which you can adjust by changing abilities in your Class specialization.



Note this is distinct from the Defense stat found on armor that you have equipped. Instead, the Armor stat is a specific bonus to your health determined by the specialization you choose.

Your health is shown in-game as a meter at the top of the screen that appears when you take damage. It is divided into thirds: the two-thirds on the right show your shields, while the last one-third represents your actual health value.

Your basic health is 85, and your shields start at 65 (for a total of 150), but they can increase or decrease based on your Armor value. When your shields break, your health meter and screen begin flashing, and a warning alert sound plays. This is a very firm message that you better seek cover and recuperate!

In PvP matches, you need the nerve to stand and fight when you're in a close-range firefight no matter how low on health you get. You cannot afford to be distracted by the visual or audio warnings. In PvE, however, having your shields broken is almost always a sign that you should fall back and seek cover.

Health and shields regenerate after not taking damage for a few seconds. Your Recovery stat sets both the time before they begin to regenerate and the speed at which they regenerate. If you take damage again while healing, your regeneration stops, so be wary of enemies wielding splash damage weapons or grenades. Foes can cut your healing short by damaging you while you're behind cover.

HEALTH AND DAMAGE NUMBERS

Throughout this guide, whenever specific damage values of abilities and weapons are listed, they are relative to this basic health value, and they are exactly the amounts that you can expect to encounter in Crucible PvP matches. However, in PvE and PvP where Level Advantages are enabled, Level, Attack, and Defense stats all come into play, affecting incoming and outgoing damage. Also, in PvE, the toughness of a specific enemy and the difficulty settings of the mission can influence how much damage you deal (or take).

Because damage is scaled, the relative power of a weapon or ability stays the same. That is, if one grenade deals more damage than another, it's going to deal more damage in PvE and PvP where Level Advantages are enabled. For this reason, you can use these damage values to help inform your decisions about Class spec, weapons, armor, and mods. The damage numbers you see on your screen won't match up precisely, but their performance will.

MOVEMENT

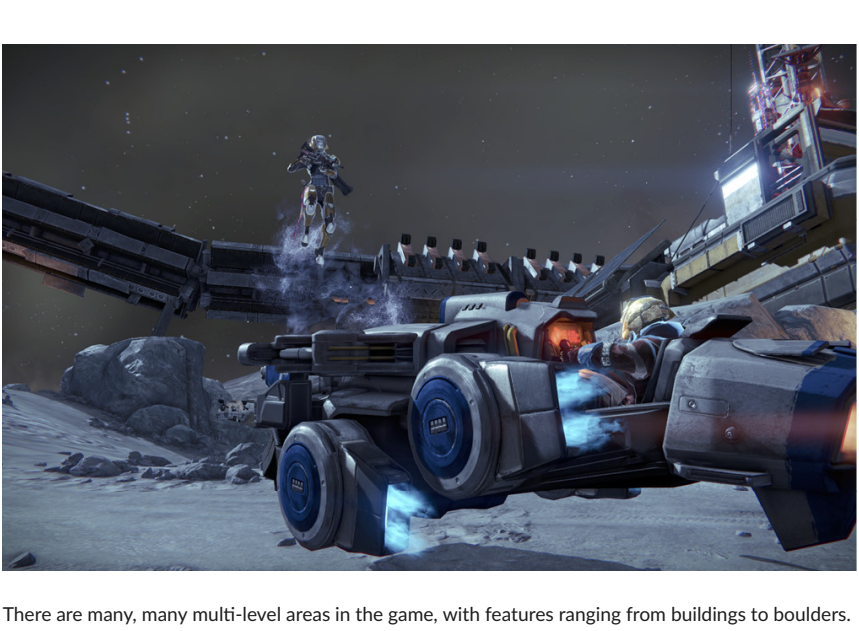
Movement might seem like a simple topic, but skilled movement is vital in PvP, and it's also extremely important in difficult PvE missions. The basics of moving and aiming are quite simple, but you must be aware of your options.

BASIC MOVEMENT

When walking or sprinting, your Agility Class stat affects your movement speed. Agility influences both your maximum speed and your acceleration to that speed. Likewise, Agility affects your maximum jump height and your aerial acceleration with any jumps and Jump abilities. Moving sideways or backwards slows your movement, and moving while in ADS also causes you to move slower. Carrying a heavy weapon in hand slows you slightly, as well. Sprinting allows you to move more quickly, but it also causes you to drop your weapon. In PvE, this is rarely an issue, but in PvP, sprinting into a fight with your gun down is a good way to get killed. it is important to note that the Handling stat on weapons affects how quickly your weapon comes up from a sprint.

Jumping

The Classes section discusses Class-specific Jump abilities in more detail, but as far as basic mobility is concerned, jumps are critical for getting around swiftly in Destiny.



There are many, many multi-level areas in the game, with features ranging from buildings to boulders. Also, you can jump over and onto a great many objects in the world, or use them as escape routes in PvE and PvP.

Jumping during combat can throw off an opponent in PvP, or help you evade melee enemies in PvE. In both settings, be careful about using movement abilities to extend your jump in midair if multiple hostiles are nearby. You make a very easy target in the air.

Jumping is also useful for gaining elevation, because the best place to be in a gunfight is up high with an unaware opponent below you. You can always move back from a ledge to recover, but enemies below you often cannot escape behind cover if you have enough of a height advantage.

Crouch and Lean

Crouching lowers your profile slightly, potentially allowing you to hide behind short cover.

Crouching is usually a bad idea in PvP, as it slows your movement and makes you an easy target, but there is one exception. While crouched, your Motion Tracker signature is muted, making you more difficult to detect.

Lean from behind cover!

Crouch next to a piece of cover, and hold ADS to poke up over the cover. You can use this tactic to take fire from a covered position, which is useful in both PvE and PvP.

There is one other key use for crouching: you can lean over cover. Crouch near any obstacle, and enter ADS to lean. With the correct position, you can peek over hard cover and open fire. Crouching also serves as a trigger to activate a few specific weapon mods.

Sliding

Hold Crouch while sprinting to trigger slides.

Slides cause you to accelerate rapidly for a moment, and they can be quite useful when you need to move the last few meters into cover. Sliding into low cover and immediately leaning over it is also very useful in some situations.

You can sprint out of a slide immediately, but there is a bit of timing required, as you must tap Sprint again just as the slide finishes. Experiment with it to get the rhythm down.

Sprinting and sliding are very important in PvP. If a distant enemy has a bead on you, you can easily throw their aim off. Skilled players track your head, and sliding causes your head to suddenly change position.

You can also use slides in PvP to round a corner or get into melee range with a shotgun. A one-two punch from a shotgun and a melee attack is lethal.

USER INTERFACE

The user interface in Destiny is sparse and informative, showing you just what you need when you need it. There is little that requires additional explanation, but there are a few points of note. From any place in the game, you can tap the Navigator button to bring up your Ghost. In all locations, this allows you to summon your Sparrow for quick transport and to return to your ship in orbit if you want to leave your current activity. As a Fireteam leader, going to orbit brings your Fireteam with you. As a Fireteam member, going to orbit leaves your Fireteam. Your Navigator also causes location icons to pop up in PvE for Beacon missions in Patrol mode. During Story or Strike missions, nav pointers appear, which guide you toward the next objective.

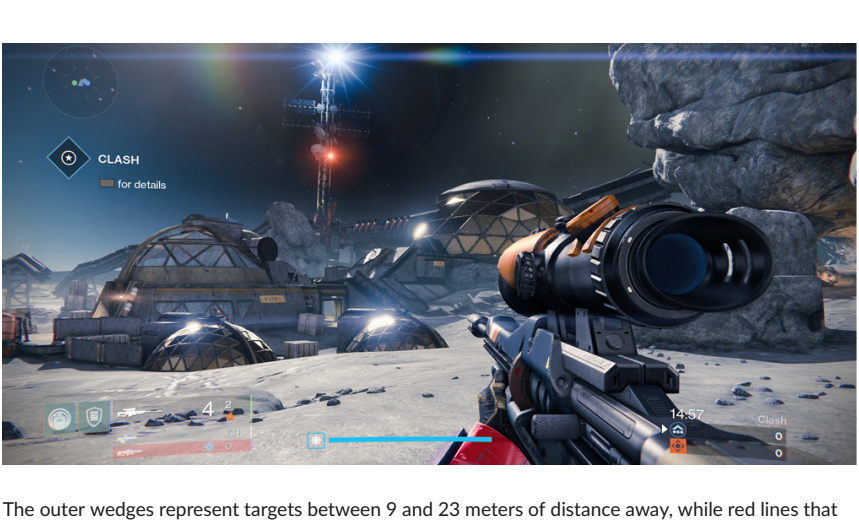
Motion Tracker Nav Pointer

Your Motion Tracker has a small arrow on the outer ring that always points toward your current objective in PvE missions. You don't need to bring up your Ghost unless you want to pop up the nav icon for your next destination, as well. The arrow is always active for your current objective.

Motion Tracker

Your Motion Tracker is a powerful weapon in PvP and a very useful tool in PvE.

It is made up of a central ring, six outer wedges, and an outer ring. The center, the wedges, and the edges of the outer ring outside the wedges all light up in red when an enemy is present in that direction. The central ring represents about 8 meters of space and flashes red when an adversary is very close to you, within melee striking distance. If you see this in PvP or PvE and don't know where your assailant is, consider jumping immediately to avoid a nasty melee blow.



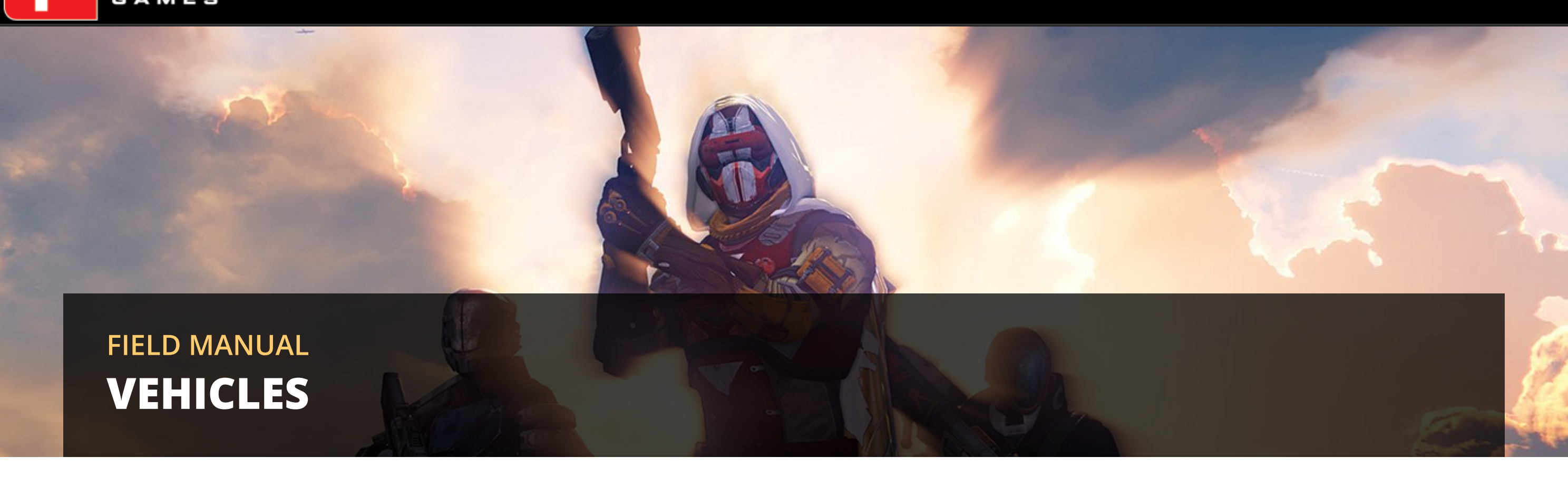
The outer wedges represent targets between 9 and 23 meters of distance away, while red lines that appear outside the outer circle are targets that are 24 or more meters away. If the wedge is lit up brightly, there are multiple enemies in that region. You can use the directional wedges to triangulate the location of a foe in PvP, and it also serves as an excellent threat assessment tool. If three wedges in front of you are lit up and you don't have teammate support nearby, it's time to retreat. If the wedges are dim, the target is either above or below you. In PvE, use the Motion Tracker to quickly locate and attack any nearby adversaries. If you see that you are being flanked on the Motion Tracker, deal with the flankers, or fall back so they are in front of you again.

Managing the Motion Tracker largely comes with practice. You want to glance at it occasionally to get a sense of where enemies are relative to your position, but you can't monitor it constantly, or you risk being blindsided.

In PvP in particular, once you know roughly where an opponent is, pay attention to your screen, get your crosshair where it needs to be in advance, and trust your instincts to track your target's movement. Practice will improve your guesses. The more time you spend on each PvP map, the easier it becomes to read the tracker. You can soon identify the only possible routes from which an incoming "wedge" can attack you. When you're on the offensive, you can also detect the most likely spots where your target is waiting to ambush you from.

Hiding from the Motion Tracker

In PvP, there are only two ways to reduce your Motion Tracker signature: crouch or cloak. While Cloaking is only available for a Bladedancer Hunter specialization, anyone can crouch. Pay attention to your own arrow inside the Motion Tracker. When it flares, you know that nearby enemies can see you.



FIELD MANUAL

VEHICLES

FIGHTING VEHICLES

In no particular order, heavy weapons, grenades, and super moves are all powerful weapons against vehicles. Sniper rifles can also instantly dispatch a driver, and this is a powerful method of securing an Interceptor in PvP.

However, turrets are custom-made to destroy other vehicles. Primary Weapons can deal meaningful damage to vehicles, particularly if multiple players focus fire, but try to avoid situations where you are fighting a vehicle in the open with a Primary Weapon.

If you spot a vehicle at long range and you have a clear shot, or if a vehicle is involved in a firefight with someone else, go ahead and open fire. Otherwise, seek cover, and avoid them. A vehicle can kill you only if you let it get you in its sights in the first place. In both PvP and PvE, about 10% of the damage that a vehicle takes bleeds through to the driver. Although it's possible to kill a driver by shooting the vehicle, if you specifically want the driver dead, it's a better idea to target them with a sniper rifle or other precision weapon.

VEHICLE HEALTH

Vehicle health is split up into thirds similar to how your health meter is, but unlike your health, vehicles only regenerate to the nearest third. This means that once a vehicle is heavily damaged and on fire, you know it's going to blow soon no matter what you do. In these cases, getting out before it explodes is usually the wise course of action. If you don't want to leave a vehicle for hostiles to pick up, jump out and destroy it yourself. When a Sparrow blows up, you are simply knocked off, but all other vehicles kill you when they explode! Vehicles deal blast damage when they explode, and it is possible to kill other nearby enemies by destroying a vehicle in their midst.

Sparrow Detonation

If a Sparrow takes critical damage and is unmanned, it goes into an uncontrolled forward boost and detonates on impact with any target or obstacle. This is tricky to engineer, but you can indeed kill adversaries with your Sparrow.

RAMMING SPEED

You can kill your opponents by ramming them. With your Sparrow, you must hit them directly and press Boost just before you impact. With the Pike, sideswipes or using a boost will do the trick. Sideswipes in particular are fairly easy to land if an enemy gets close to you. The Interceptor's boost is sluggish, but it is very powerful—an Interceptor will destroy any Sparrow or Pike in a head-on collision. Two Interceptors boosting destroy each other, along with their pilots.

BOOST

While on a Sparrow, Pike, or Interceptor, pressing and holding the Aim button allows you to use the vehicle's boosters, speeding you up considerably. The Interceptor can boost for only a short time, but the Sparrow and Pike can cruise indefinitely at a higher speed after performing a boost.

SPARROW

Fast-moving transport

Your Sparrow is unlocked early in the Story missions, and it is your primary means of fast travel around the planets (and on some larger PvP maps). Unlike other vehicles, Sparrows are equipment that is personal to you, so you can find and buy new Sparrows that have superior stats (and cooler paint jobs). Upgraded Sparrows have increased health, speed, and better air brake maneuverability. Legendary-quality Sparrows can outpace a Pike. With some hunting, you may even be able to find new colors for your engine contrails.

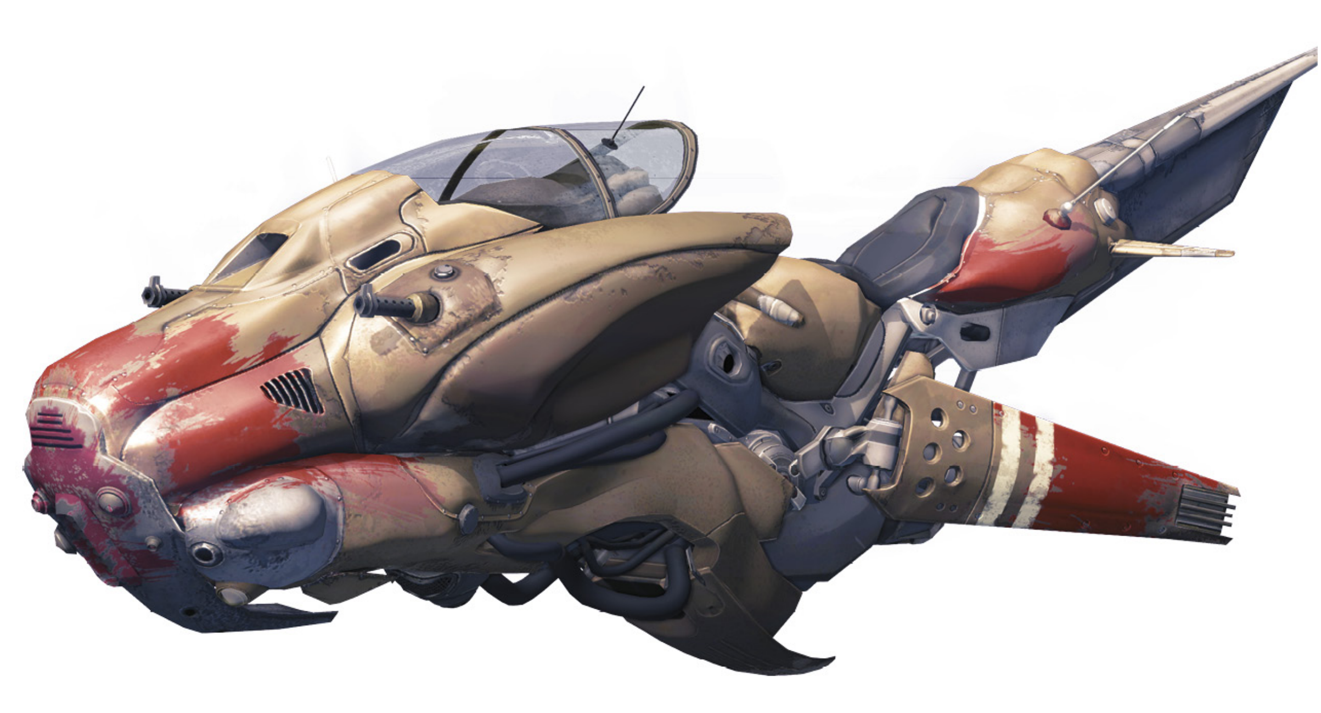
You can perform an air brake turn on the Sparrow by holding the trigger, aiming the camera where you want to go, and then releasing the trigger.

Long Jumps

For both the Sparrow and the Pike, if you launch yourself off a jump and hold back on the analog stick, you can get some extra height and hangtime.

PIKE

An agile Fallen combat craft



The Pike is a hover vehicle like the Sparrow, but it is armed with rapid-fire Arc cannons and has a built-in sideswipe ability. While on the Pike, hold the trigger to fire the cannons. They overheat after a moment, firing slowly. However, they can be recharged to full speed very quickly. Simply releasing and pressing the trigger is enough of a delay to get full speed barrages back. You can tap the Melee or Grenade buttons to strafe right or left. Use this maneuver to dodge incoming fire or smash nearby enemies on the ground.

In the air, strafing causes you to perform a barrel roll. Instead of air braking, you can perform a hard turn by turning in one direction and then using a strafe to kick the Pike around in a curving arc. The Pike has a small glass shield at the front that can occasionally protect you from a few incoming shots, but enemies can destroy it. Don't expect it to save you from an accurate sniper in PvP.

INTERCEPTOR

A brutish Cabal war machine

The Interceptor is a rocket-armed hover vehicle. Sluggish and slow-moving compared to the Sparrow or Pike, it nonetheless has a powerful boost that you can use to ram and destroy lighter vehicles or enemies.

The Interceptor is armed with twin rocket launchers, and as they have no ammo limitations or cooldowns to worry about, you can bombard an area with them continuously. When you obtain an Interceptor, use it carefully, and you can go on long sprees in both PvE and PvP.

The Interceptor's rockets fire in a left/right pattern from its twin mounts at the front. This is important because you can damage yourself with the blast from the rockets, and because shooting around cover is possible if you keep track of which rocket is loaded. There is no on-screen indicator of which rocket is loaded. Pay attention when you're firing, and you can strafe in and out of cover to launch them around the edges.

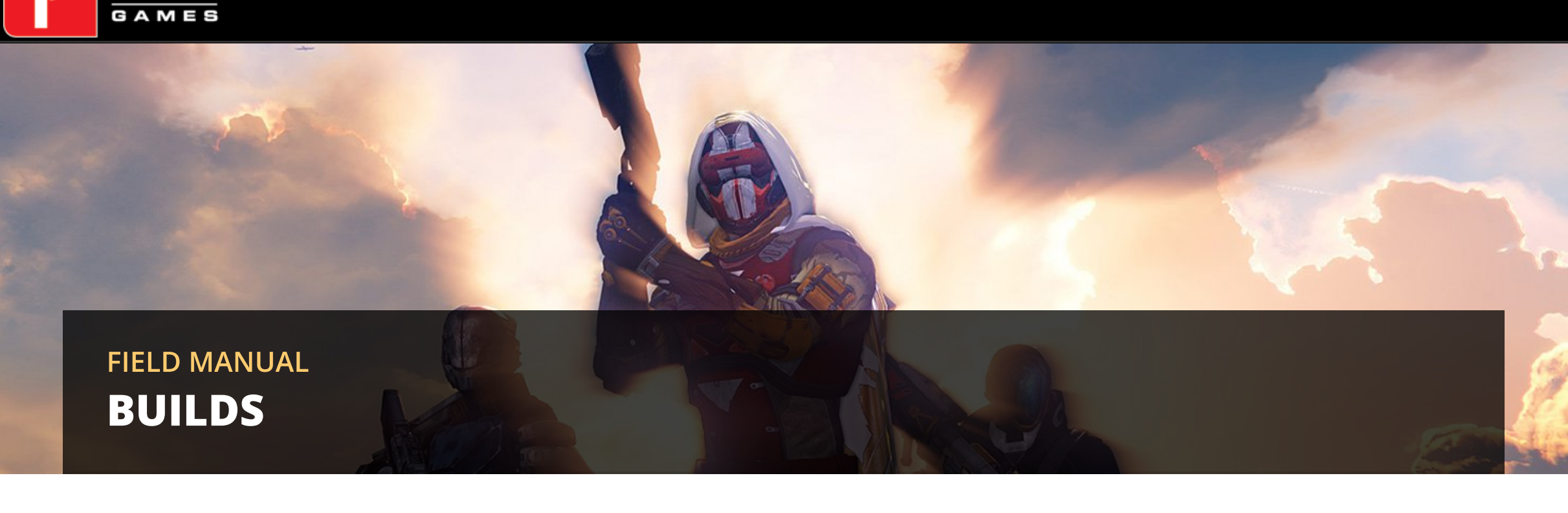
The Interceptor has better frontal protection from snipers than the Pike, and it generally provides its rider with a bit more protection. When facing an Interceptor yourself, if you can't snipe the driver, break out your super moves, heavy ammo, and grenades to take it down as quickly as possible.

TURRET

A turret is a special "vehicle" only encountered on the Bastion and First Light Crucible maps in PvP.

Armed with twin rapid-fire rotary machineguns and protected by a frontal energy screen, they are a powerful anti-vehicle weapon.

Turrets wreck other vehicles, and while they are vulnerable to the Interceptor's rocket fire (or the usual anti-vehicle tools), they can destroy Sparrows, Pikes, and Interceptors extremely quickly. The turret's machineguns overheat if fired continuously for too long. Either fire in bursts, or expect a lengthy delay while they cool off. A small energy screen protects the turret's operator. You can destroy the screen, but it regenerates after 15 seconds or so.



BUILDS

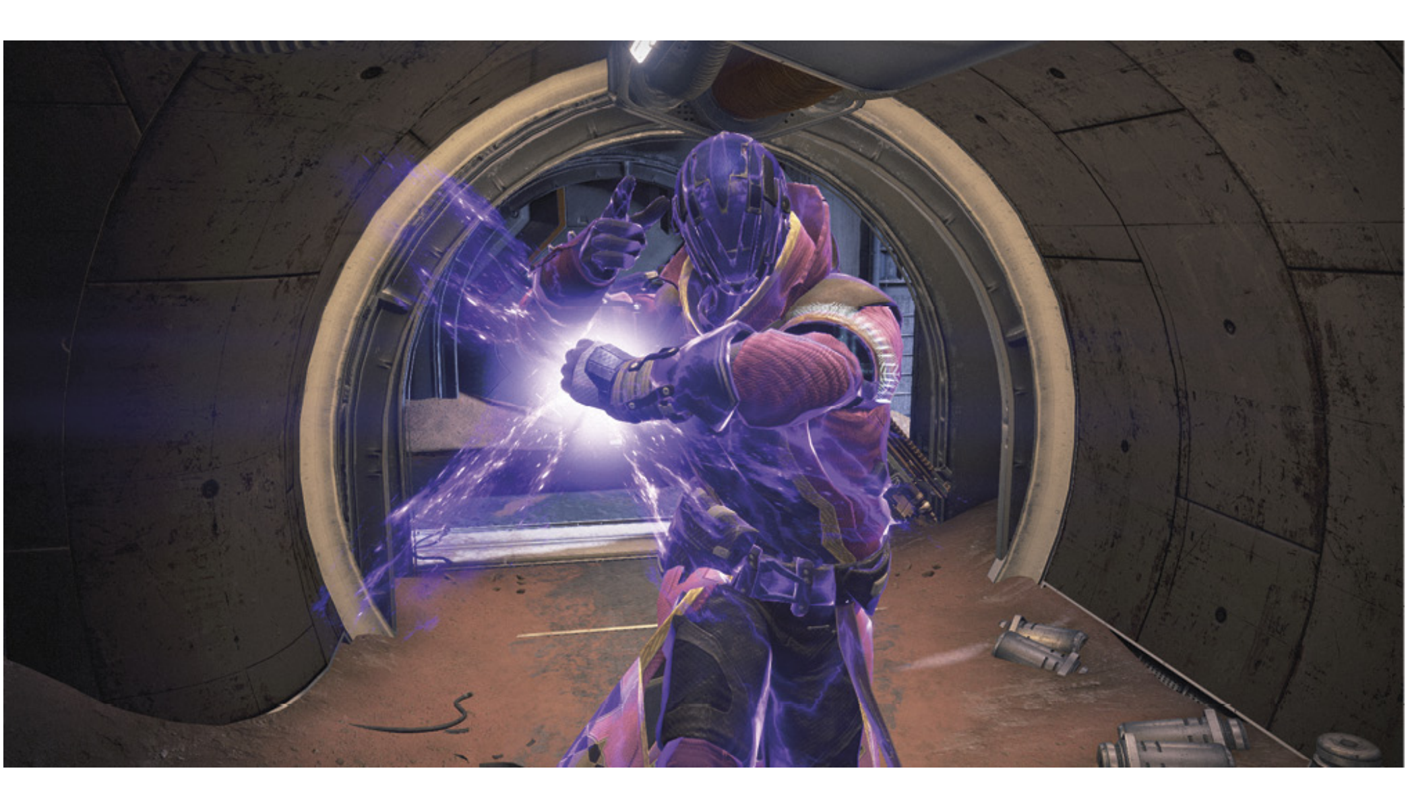
While we were on-site with Bungie, we took the time to ask around the studio for some of their favorite builds. They answered!

FAVORITE PVE BUILDS

Cameron Pinard—Bladedancer

“Minimize Blink Strike cooldown with Fast Twitch, and maximize Strength on your armor. With Hungering Blade, stab things for a refreshing restoration of health, or use your super with wild abandon as you cut through your enemies with ease, recharging with each kill.”

Daniel Hanson—Voidwalker



“The Axion Bolt has always been my favorite grenade for the Voidwalker subclass in Story missions and Strikes.

“While the other Voidwalker grenades have the potential to hit more targets, Axion Bolt seekers will consistently do more damage to two targets, making them very reliable at dispatching troublesome enemies.

“Remember to pick up the Vortex Mastery perk to increase the range of your seekers. And, if you manage to earn the Exotic Voidfang Vestments chest armor, you can make Axion Bolt spawn a third seeker!”

Ian Cox, Jon Weisnewski—Sunsinger

Ian Cox has a lot to say, clearly he loves his Warlock.

“Radiance’s ability to spam grenades means that Sunsingers are more reliant on having a good grenade than other builds. With that in mind, the Solar grenade is not a great general purpose grenade, so the build doesn’t really start to sing (if you will) until you get Firebolt grenades. With Radiance active, Firebolt grenades provide a ridiculous amount of wave-clearing potential and can routinely provide as many orbs as there are enemies to kill. Sunsinger has a reputation as a support build, but frankly, what it does best to help teammates is kill everyone in the room and give them a ton of free super energy from orbs.

“The Solar grenade can be useful in encounters when enemies come through predictable chokepoints but really shines in encounters with bosses that have multiple points that can be damaged simultaneously, as many get caught in the AOE. It’s great against Devil Walkers!

“The sticky Fusion grenade does a ton of damage and can be very useful against single-target bosses like Sepiks or Phogoth. Depending on the specific encounter, team composition, and Strike difficulty, it can be more useful to have Fusion grenades for burning down bosses or Firebolt grenades to wipe out adds.

“Oh, and be careful about attaching Fusion grenades to Thralls or teleporting enemies. They will happily detonate your own grenade right next to you…

“Other than proper grenade usage, the big talent choice is whether you take Viking Funeral and Touch of Flame to make your Firebolt grenades hit tough enemies much harder, or if you take Radiant Will and Gift of the Sun to make Radiance even better.

“Stack Discipline to the max to get access to your powerful grenades more often, and to maximize grenade spam during Radiance. Then, stack Intellect to get those supers more often. Generally avoid Strength, even if you take a DoT-focused build; the easiest source of DoT triggers comes from your grenades via Touch of Flame.

“Angel of Light is a fantastic mobility talent, the third really great talent in a column full of great talents. Everyone should play around with it a bit.

“Finally, the ‘more super energy from grenade kills’ mod that can sometimes be found on helmets is really great for this build, as you can frequently come out of Radiance with two grenades, poised to begin refilling your super meter immediately.”

Something about the Sunsinger seems to generate passionate and lengthy responses. Perhaps it’s all that Solar energy in their brains… Here are Jon’s thoughts

“Sunsingers are an extremely flexible class. They can be deadly offensive and a huge support class as well. They don’t have a showy signature super nuke like most of the other classes, but they compensate for it with a wide array of class abilities that make them very adaptable.

“The sheer amount of fire you can throw with Radiance is awesome, but the real cherry on top is the Fireborn upgrade, which allows you to self-revive with Radiance active. In PvE, this ability can be crucial in turning around some of the tougher fights and rescuing your Fireteam from a wipe, or just not endangering your friends when you die in a risky area.

“In PvP, there are few things as satisfying to me as the surprise self-rez after an unfortunate death. When I get killed close-range by a shotgun camp or a ninja flank, and you know that person is smirking on the other end, wait for the enemy to turn their attention away, and then, like a demonic undead inferno, come back to life and end their world.

“Crafty players can also maximize their ability to turn the world to ash with the combination of Viking Funeral and Touch of Flame. These passives mean that any Solar-based attack will set enemies on fire for an extended duration.

“All this greatness aside, my absolute favorite ability is Angel of Light, which allows a player to briefly hover in air when they go into ADS mid-jump. This affords you brief moments of unexpected sniping superiority, and can also seriously throw off aggressors in PvP. Fusion rifles, rocket launchers, grenades, melee: they’re all counting on you returning to the ground after you jump, and when you don’t, it provides the moment of confusion you need to turn a flanking attack into a defensive pie in the face.”

Ben Wommack and Anastasia Tex Mercer, James Haywood—Gunslinger

“Three words: Infinite. Throwing. Knives.

“Provided you’re good enough, of course… With the Knife Juggler talent, whenever you make a precision kill with a throwing knife, the cooldown is instantly reset. You can headshot dregs all day with just throwing knives.

“No self-respecting Hunter will ever admit that they aren’t up to the task, so if you want a little insurance for your throwing knife spree, pick up the talent Gambler’s Dagger. This gives you a second knife to store at all times, which of course you’ll never have to use because Hunters never miss.”

Anastasia has similar opinions:

“Throwing knife + Knife Juggler = pure happiness. If you’re a pro with precision kills, you’ll never run out of knives. Not to mention the ultimately satisfying feeling from strategically throwing a knife across the map that lands dead center on top of your enemy’s skull.

“When playing on higher difficulties, the Golden Gun is an awesome ally against higher-level enemies with more health, stronger shields, and increased aggression.”

And James Haywood, with a name seemingly meant to be a gunslinger…

“Golden Gun never lets me down. If you want to feel like the new sheriff in town, blowing through to make the galaxy safe for law abiding citizens, this is the class to choose. Of course, picking a sweet handgun as your primary is a must. Just crank up the magazine and reload time every way you can.

“Nothing beats the adrenaline rush of being stampeded by a horde of enemies, taking down the first one with a single knife throw, and then one-shotting the rest in quick succession.”

FAVORITE PVP BUILDS

Thomas Wiley—Sunsinger

“The one focus that truly makes me feel like a space wizard.

“With the Touch of Flame perk combined with Viking Funeral, I am able to cover the battlefield with fire.

“Combine this with the cooldown reduction and the damage resistance of Radiance, and the Touch of Flame Warlock causes enemies to flee.”

Daniel Auchenpaugh, Eric Carter, and John Favaro—Voidwalker

“Vortex grenade is great area denial; grab it for PvP!

“The Focused Burst talent for Glide gets you across the map faster, while the Vortex augment for Nova Bomb ensures the room stays clear after you space-magic everyone in it.

“The Soul Rip talent for Energy Drain gets you more Nova Bombs, and who doesn’t like that? Grab Arcane Force and Divine Order for toughness, and Vortex Mastery to extend your fields. Wrap that up with Embrace the Void, and you’ll be the unstoppable space wizard you’ve always dreamed of.

“When gearing this build, focus on Discipline first, then Intellect. That extra grenade cooldown rate really helps you control routes.”

Eric shares Daniel’s opinion of the Voidwalker, though expressed slightly differently…

“Glide! Wait for it… wait for it… wait for it… Nova Bomb the control point! Double down! Triple down! Berserker! Slayer! Merciless! Space magic! Neutralizing control point…”

John chimes in with some final thoughts on Nova Bomb augmented with the Vortex talent:

“The ability to land a Nova Bomb that goes through the Titans’ Ward of Dawn is great. Keeping those pesky Titans exposed makes it much easier to kill them.

“It is also great as a capture point denial weapon. Dropping one on a point means the other team has to choose to either stay out of it, allowing your team to counter-attack, or sacrifice themselves to capture the point.”

Peter Hood, Victor Anderson—Defender

Peter has a dissenting opinion on the Voidwalker…

“The Ward of Dawn bubble is an excellent team support super. It can save lives and provide great cover when you need it.

“Blessing of Light gives a shield on entry and exit, so popping in and out of the Ward keeps your shields high.

“It’s great for zone control when defending a point or offense while trying to gain ground, and it also keeps those pesky Warlocks in their place at the bottom of the scoreboard.”

While Victor shares the love of the Defender:

“Rather than using Defender as area denial and map control, I prefer using it offensively. Grabbing the Weapons of Light talent with the Illuminated talent to increase your weapons’ damage and combining that with a Hand Cannon or Sniper rifle allows incredibly fast kill times.

“I do not suggest a shotgun or fusion rifle for Weapons of Light. That would be better suited to one of the more defensive talent choices. It’s important to remember that the Ward of Dawn with Weapons of Light is not meant to be used as a camping tool. The important part is using the damage boost to blitz a position, or put it in a central location to maximize the kills you get from it for the duration. Remember that Weapons of Light cannot save you from something like the burning effect from solar warlocks or Thorn’s effect—don’t waste it!

“I suggest the Magnetic grenade, as you can use it to trade with supers. It will often detonate after the damage reduction activation period ends. It also covers your lack of a panic button. However, remember that you cannot kill someone with Radiance, Arc Blade, or some of the other defensive Ward of Dawn talents in this fashion.

“Using the Magnetic grenade intelligently and stacking discipline to support it can land you many kills on opponents that are otherwise in advantageous positions, such as when multiple foes are standing on a point; a Magnetic grenade can easily attach to someone for an instant kill.”

Alex Velicky, Ian Flower—Striker

“The Striker focus has two of the coolest abilities in the entire game. Fist of Havok with the Death From Above perk, and Shoulder Charge. There is nothing more satisfying in PvP than leaping up high above your enemies only to superhero-slam into the ground, unleashing a deadly blast of Arc energy, killing everyone in the area. It’s dramatic, it’s flashy, and most important, it’s terrifying to the victim and impossible to escape.

“This goes great with another fantastic ability, the Shoulder Charge. Albeit a hard skill to learn, requiring finesse to properly time after the buildup, it’s incredibly satisfying to jump just before using it. This makes you use your knee instead of your shoulder. You heard me right—you leap up and slam your knee into your target’s skull with the force of a thousand bears, instantly killing all but the heartiest opponents. All of this can be augmented with the Flashbang grenade. Throw one into a room, and the enemy is blinded, confused, and afraid when you show up to unleash your deadly attack.

“In addition to the abilities, nothing matches the awesomeness of the armors that the Titans can access. Without a doubt, I will be using DFA/Shoulder Striker Titan at launch, as its utter destructiveness and flashy execution is equaled by no other.”

Ian Flower shares the love of mighty smash:

“When playing solo in PvE, the Striker Titan has all the abilities I need to stay alive when I’m being dumb. The Regenerate Health on melee kill has saved my life so many times, and Fist of Havok is the best “Oh #%#@” button ever. It has its drawbacks: the extra melee damage skull is particularly dangerous, but I still feel like the Striker Titan has the best mix of “Oh @$@#” recovery and splash damage.

“Also, aesthetically I love the belt sashes. So many of them are just so pretty. And the armor sets are great. Fist of Havok-ing into the ground is great. And kneeing people in the face with Shoulder Charge. I just love it.”

Anastasia Tex Mercer—Bladedancer

“While some people like going out guns blazing, I prefer the sneaky approach. Creeping around, out of sight with Vanish, and striking down your foes is ever so satisfying.

“Come on, who doesn’t love being a ninja?”

FAVORITE STRIKE AND RAID BUILDS

Brendan Thorne— Cloak-Focused Bladedancer

“The ability to disappear and make an enemy combatant kill your buddy instead of you should not be underestimated.

“But in all seriousness, this build has great survivability to get you out of a tight spot. Remember, dead Hunters do no DPS.”

John Shaffstall—Sunsinger

“The respawn penalty makes Strikes and Raids very difficult. Resurrecting yourself can mean the difference between a successful encounter and a wipe.

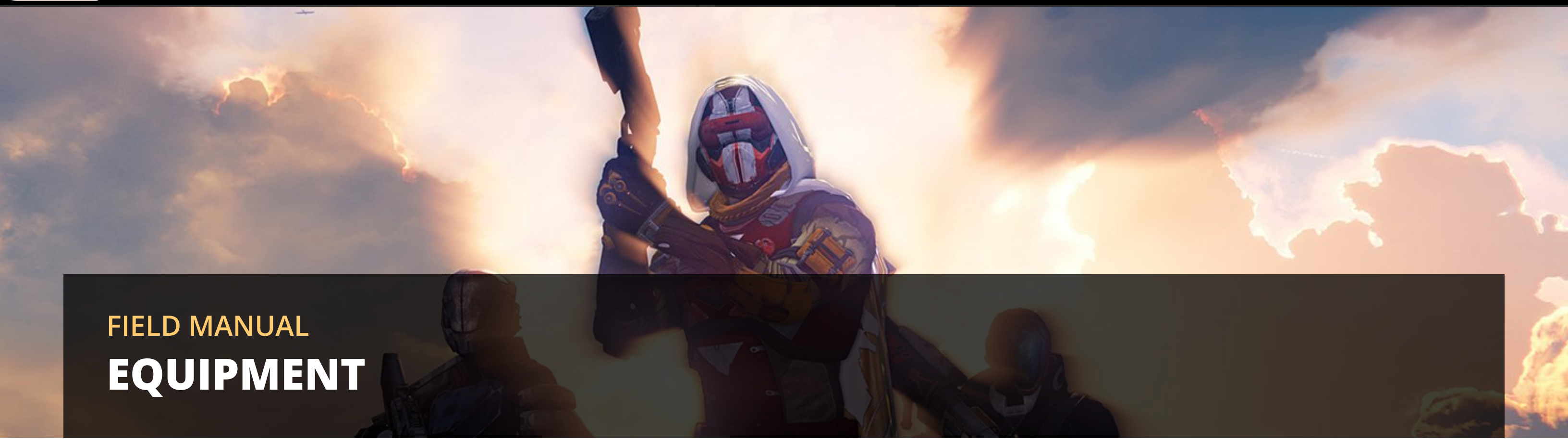
“The Fireborn upgrade is one of the final unlocks in the Sunsinger specialization, so you’ll have to earn the right to undo your death.”

Mike Lee—Defender

Mike Lee shares a build you can try should you manage to locate a very special and rare Exotic helmet…

“Built around the Helm of Saint-14 exotic helmet’s unique ability, Starless Night. It blinds enemies who walk through the Ward of Dawn, hard countering melee rush waves. Stick to the Flashbang grenade to react to dangerous situations.

“Pair with a high orb-count-generating Sunsinger Warlock and feast upon AI waves of all types. You can accrue meter toward your next Ward of Dawn while the first one is still active. Rely on a high-capacity Exotic primary, along with War Machine’s increased reload speed to keep your heavy weapon slot firing for DPS.”



FIELD MANUAL

EQUIPMENT

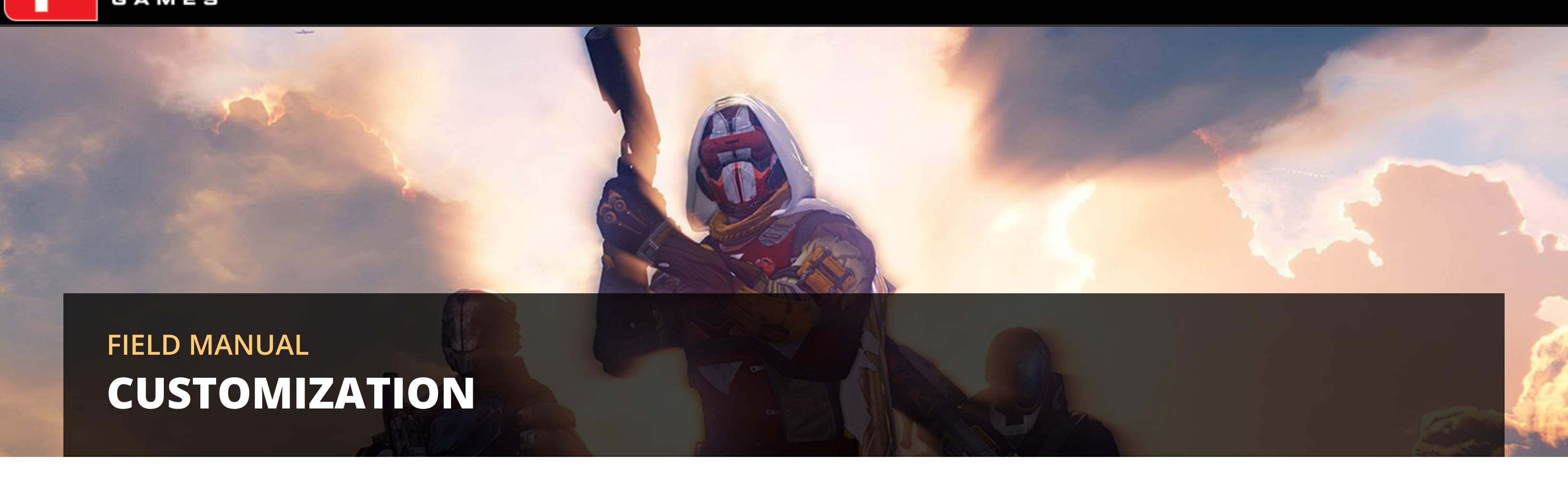
All Guardians are masterful combatants, equally adept with firearms or wielding the Light in battle.

Each of the Guardian orders garbs their chosen warriors in nanocircuitry-infused armor, protecting their bodies and enhancing their already formidable abilities. How you choose to equip your Guardian has a direct and meaningful impact on gameplay, influencing the use of your abilities and your firearms. You can equip three different weapons and wear four different pieces of armor. Higher-quality types of weapons and armor provide both increased statistical bonuses and unique mods that change the behavior of your firearms and abilities. For a more detailed breakdown on the ins and outs of weapons and armor, see the Armory chapter.

WEAPON AND ARMOR MODS

Found in the Tower's armories and lost in the wilderness, a host of weapons and armor awaits your discovery. These weapons and armor have certain inherent attributes (how strong they are, how well they protect you), but they also have a variety of randomized upgrades known as mods (modifications). Initially, you can only see the mods on the weapon or armor; they aren't activated until they are unlocked. Unlocking these mods requires two things: gaining experience with the weapon or armor equipped, and spending Glimmer and Materials to activate the mod. Once activated, that mod is permanently active and available for use.

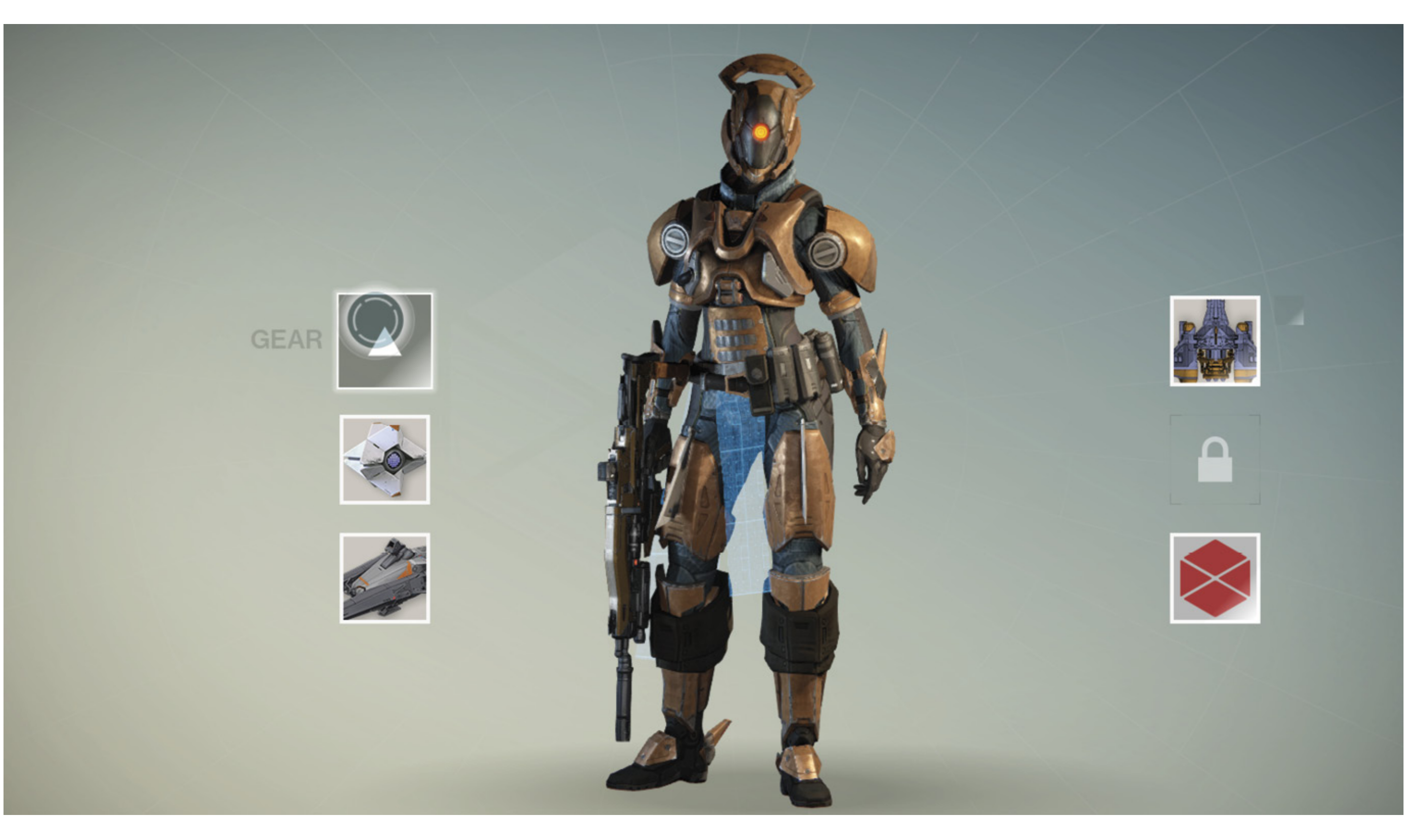
Some weapons and armor have mod categories that unlock all at once, such as a range of sights or barrels that modify the weapon's behavior. You typically get a choice between one of three different options in such a category, and you can freely switch between them to suit a particular combat role. You can refer to the Armory chapter for a more detailed breakdown of the various mods. However, the basics are simple: find a weapon or armor with appealing upgrades, equip it and gain experience until the mods are available, and then unlock them with Glimmer and Materials.



FIELD MANUAL

CUSTOMIZATION

In addition to the arms and armor necessary for a Guardian to survive on the battlefield, you are also outfitted with your companion Ghost, a Sparrow to traverse the planets of the solar system with speed, and a ship to travel between the planets.



To ensure that you stand out from the crowd, you can customize your Guardian with unique armor colors by using Shaders, adorn yourself with Class-specific Class Armor, and choose an Emblem for your player card.

YOUR GHOST

Companion, mentor, hacker, transport aid, restorer of life, your Ghost is your best friend on and off the battlefield.

Ghosts are fragments of the Traveler's Light, and they choose you to carry on the task of the wounded Traveler in protecting the remnants of humanity.

The least you can do is get your Ghost a nice paint job...

Your choice of Ghost shell is purely cosmetic. It appears in the world during any cutscene where your Ghost is active, and your Ghost always shows up when you bring up your Navigation menu in the field.

TRAVELING IN STYLE WITH YOUR SPARROW

Unlocked early in the Story campaign, your Sparrow can be generated instantly to you anywhere in the open via transmat.

If your Sparrow is destroyed, you must wait a short time before another can be regenerated.

Unlike Ghost or Ship upgrades, Sparrow upgrades are not cosmetic.

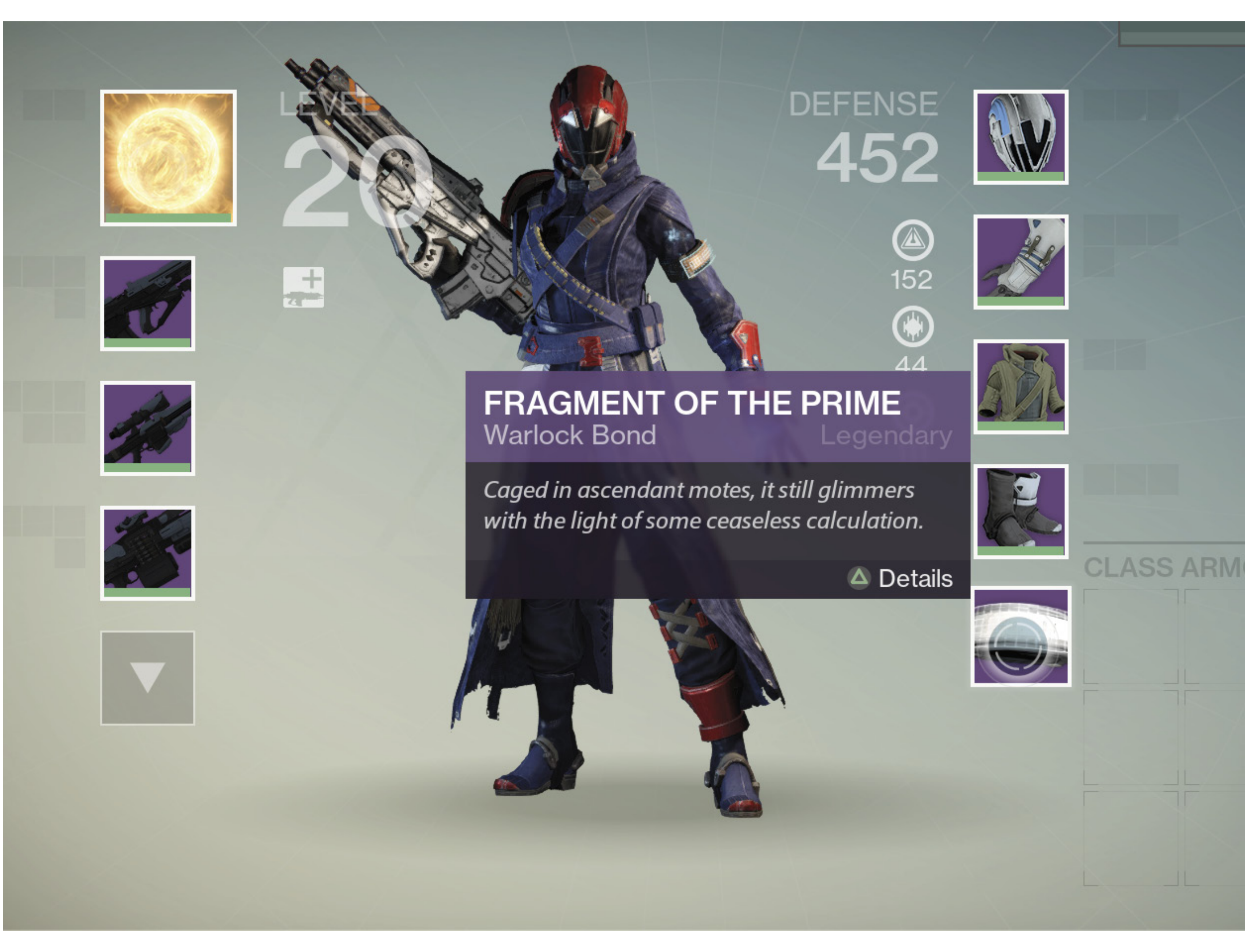
Better Sparrows have slightly better durability and top speed, and truly exceptional models can even come with special mobility tools, such as strafe capability or overcharged thrusters.

SOLAR TRAVEL IN YOUR SHIP

Your ship may be a cosmetic choice, but it is a major one. You hover above every planet in the game in your ship, form Fireteams in space in your ship, and travel to and from every destination in the solar system in your ship.

You see your ship a lot, so why not splurge some Glimmer on a custom ride? If you are particularly lucky, you can find or earn rare ships with unique appearances and color schemes.

CLASS ARMOR



FRAGMENT OF THE PRIME
Warlock Bond
Legendary

Caged in ascendant motes, it still glimmers with the light of some ceaseless calculation.

Class Armor is a mostly cosmetic armor slot that all three Classes have access to. Titans wear waist cloths of unique design, Warlocks adorn themselves with armbands, and Hunters garb themselves in cloaks. While it has no in-combat effect, wearing Class Armor of a specific Faction is how you represent that Faction on the battlefield.

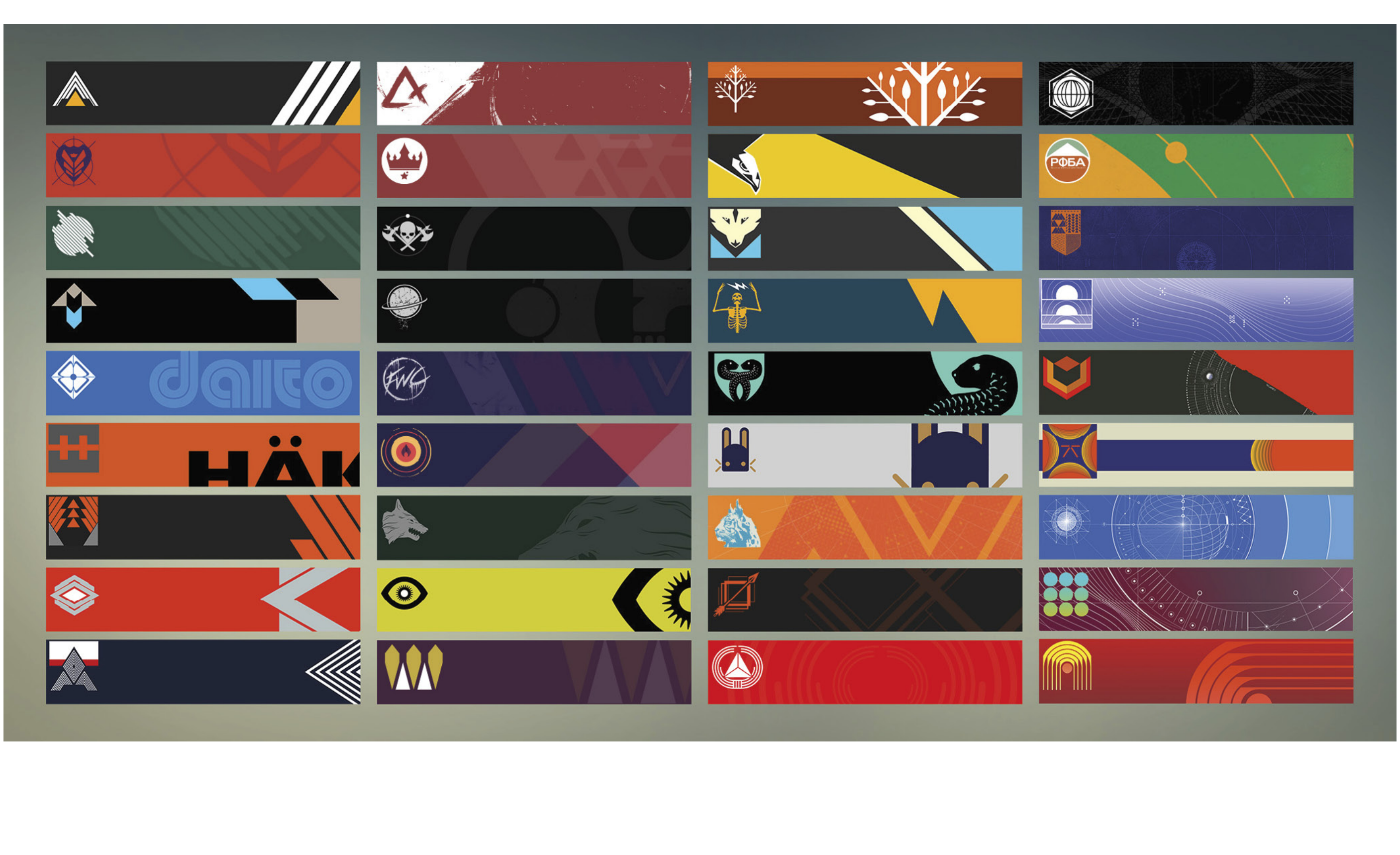
If you wish to earn reputation for Dead Orbit, the Future War Cult, the New Monarchy, or the Iron Banner, you must purchase and equip a Class Armor item of their Faction. Without such a Faction-specific armor piece equipped, all reputation gains you get on the field go toward Vanguard reputation, the catch-all Faction that represents the entirety of the Guardian forces in the Tower.

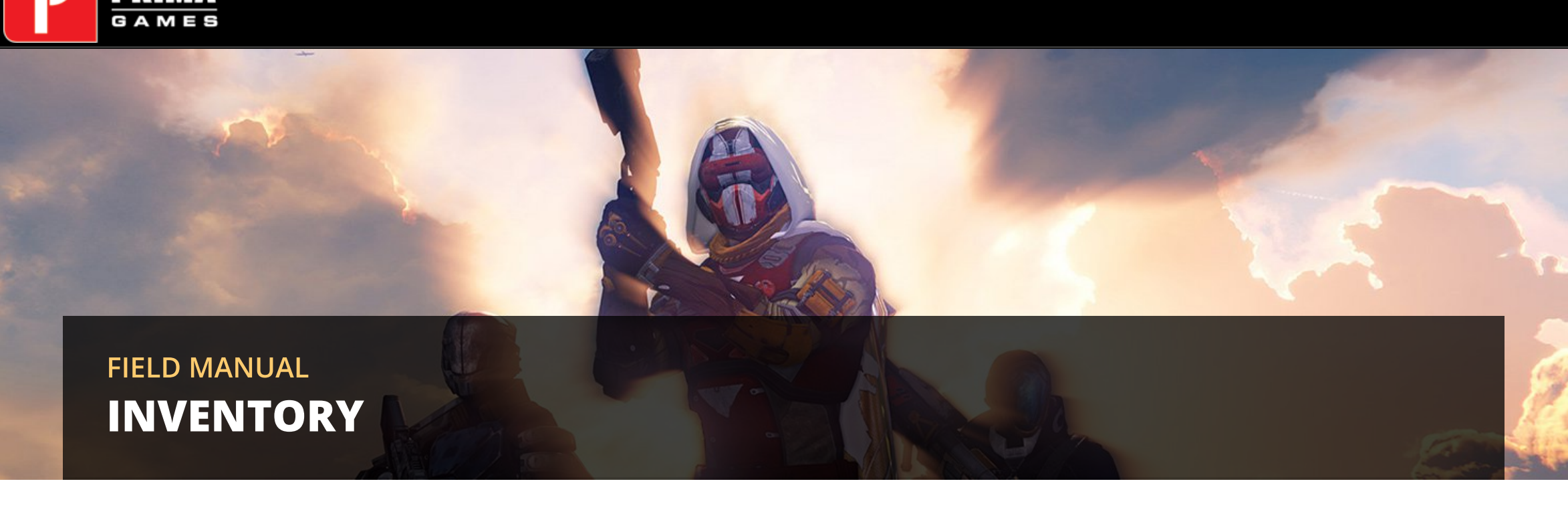
SHADERS

Shaders are paint jobs for your armor. You can find, purchase, and earn these from the various vendors and Factions in the Tower, or obtain them by completing various events and activities in PvE and PvP. Shaders have a quality level that determines which armor you can apply them to. High-quality, high-level armor of great rarity requires rare and expensive Shaders and does not accept lower-quality Shaders. Shaders are not applied to each piece of armor individually. Instead, they are a full body paint scheme that gives you a unified appearance. While early, cheaper Shaders tend to be basic colors, more sophisticated Shaders can have complex patterns or material types in their designs.

EMBLEMS

Emblems are a totally cosmetic item that affects the appearance of your player card to other players in the game. Whenever you interact with other players through the menus (such as joining a Fireteam or adding a friend), you can see their Emblems. Emblems also show up in the top-right area of the screen any time you are together in a Fireteam in orbit over a planet. You can purchase and acquire Emblems from various vendors in the Tower. You can also discover them as loot in the field, or earn them as a reward for various events and activities.

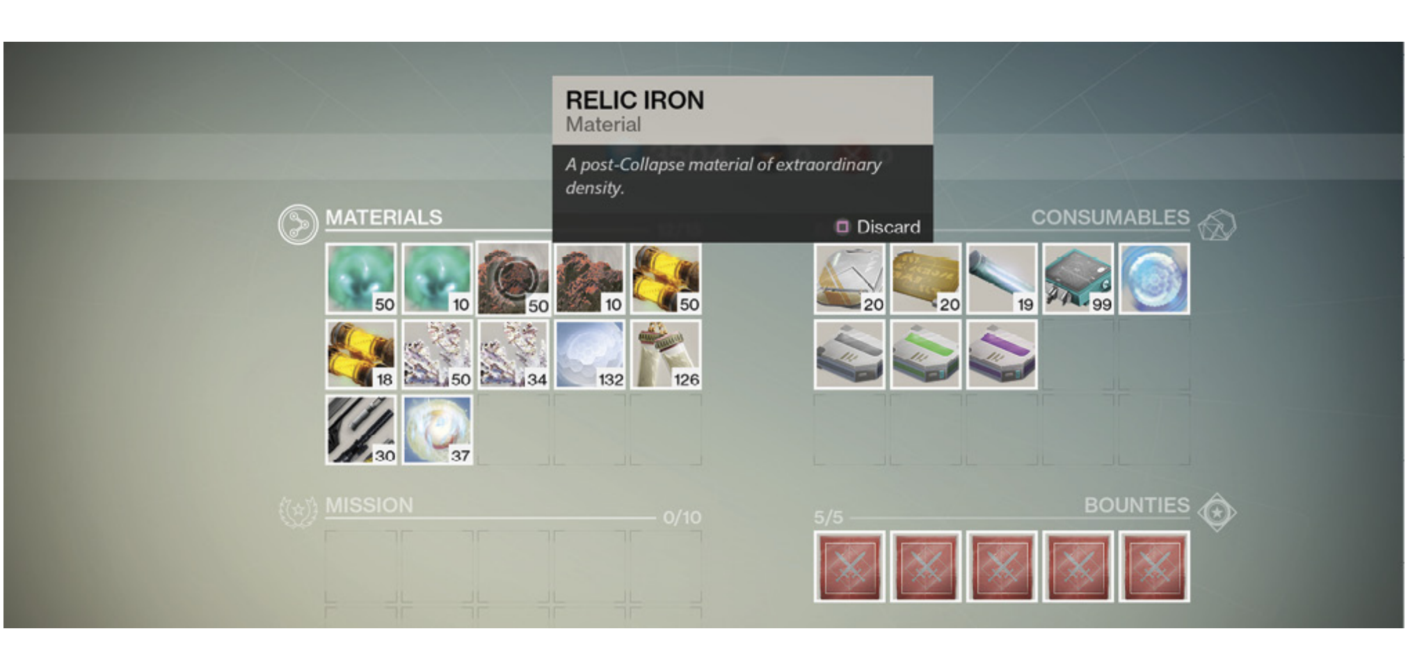




FIELD MANUAL

INVENTORY

Your Inventory is where you store all of your non-weapon, non-armor items. These items range from basic currency types (Glimmer and Marks) to consumable items that you can activate for a battlefield boost and Materials necessary for upgrading your armor and weapons.



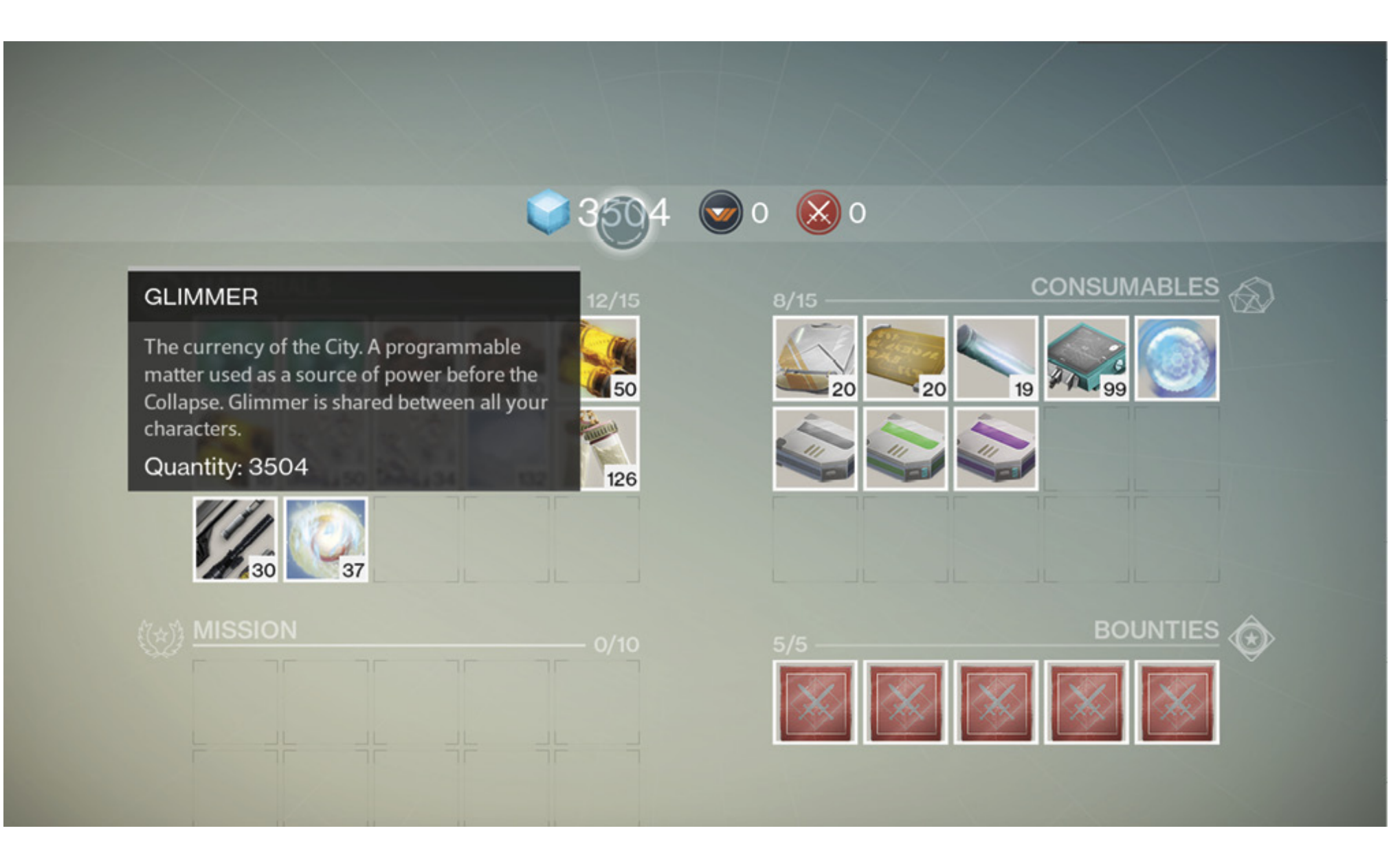
A post-Collapse material of extraordinary density.

CURRENCY

Currency is the catchall term for the different currency types that exist in Destiny. You can earn Glimmer from many places, but it caps at 25,000 total.

On the other hand, you can earn Marks only by completing specific activities, and these cap at 100 earned per real-life week.

You use Marks to purchase powerful Legendary equipment from vendors in the Tower. Because you are limited in how much you can earn every week, if you are trying to maximize your character's arsenal as quickly as possible, you want to cap your Vanguard and Crucible Marks every week.



The currency of the City. A programmable matter used as a source of power before the Collapse. Glimmer is shared between all your characters.

Quantity: 3504

However, keep in mind that any item you can buy in the Tower can potentially appear out on the battlefield. Don't feel that you have to grind out Vanguard or Crucible Marks if you prefer playing mostly PvE or PvP.

There are vendors in the Tower who accept large quantities of Materials in exchange for Marks. You can use them as an alternate method of earning Marks, which is particularly useful if you do not play PvP at all.

Motes of Light are a very special currency that can be earned only once you are Level 20. At 20, you no longer gain levels by earning experience; instead, you earn a Mote of Light each time you would have gained a level.

Glimmer

Glimmer is programmable matter valued by Guardians, and the various artisans and forgemasters of the Tower definitely value it.

To purchase goods from the vendors and to upgrade your gear, you're going to need Glimmer—a lot of Glimmer. You can find Glimmer on the battlefield, loot it from enemies and chests, or earn it by completing bounties and events.

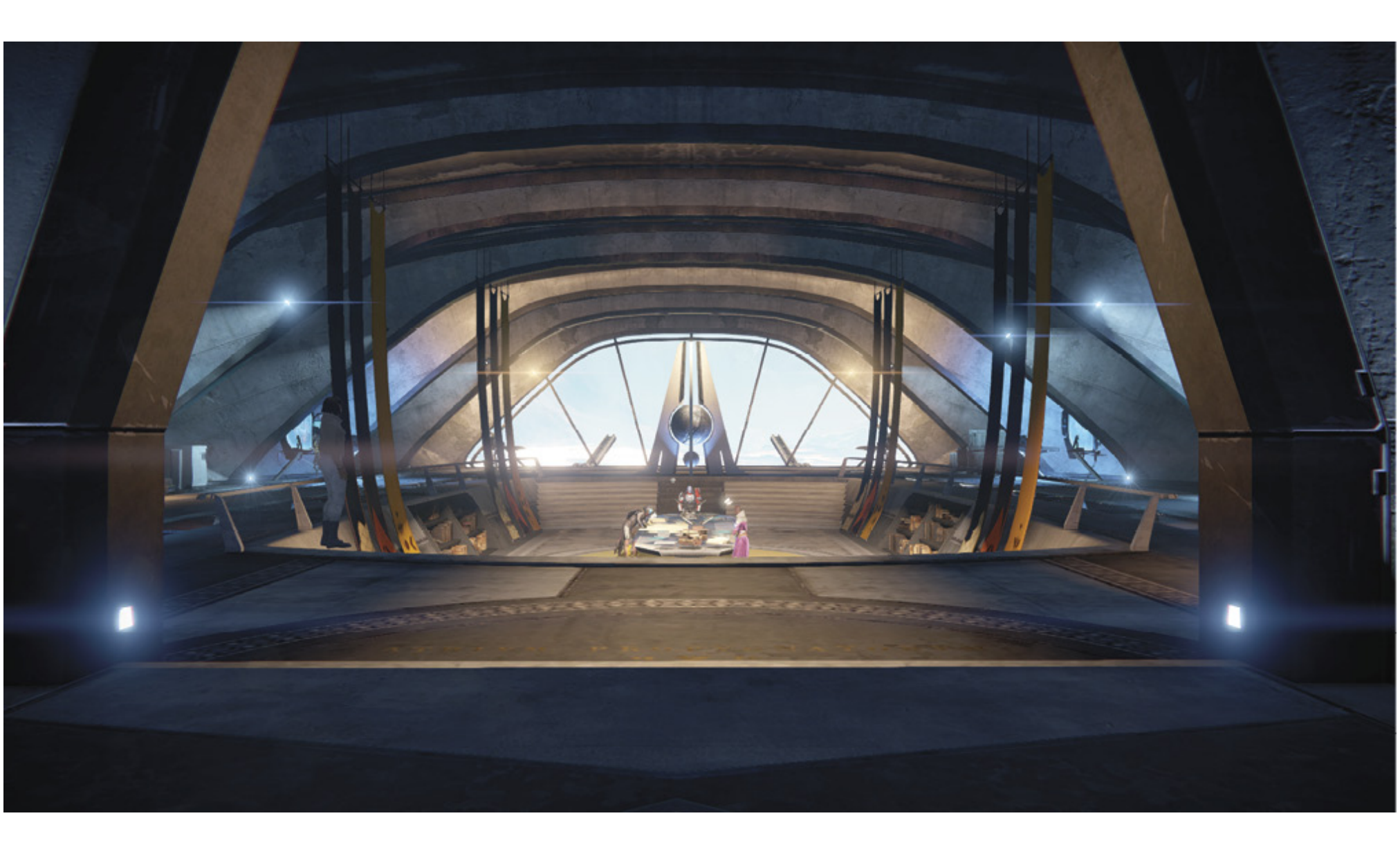
Glimmer is account-wide, so all of your characters have access to your Glimmer pool. This is handy if you're starting a fresh character. Glimmer acquired from specific enemy races can be boosted for a short time by using certain consumable items.

Vanguard Marks

You are rewarded Vanguard Marks for completing tasks directly for the Guardians of the Tower. You can use these Marks at the Class and Faction vendors in the Tower.

Note that Faction vendors (including Vanguard) have reputation requirements to buy their more powerful items, so even if you have enough Marks, you cannot buy them without the required reputation level.

Just about any activity that earns you Vanguard Marks tends to earn you Vanguard reputation, as well. If you want to improve your reputation with a specific Faction other than Vanguard, find and equip a Class item of that Faction to focus your reputation gains toward that specific Faction.



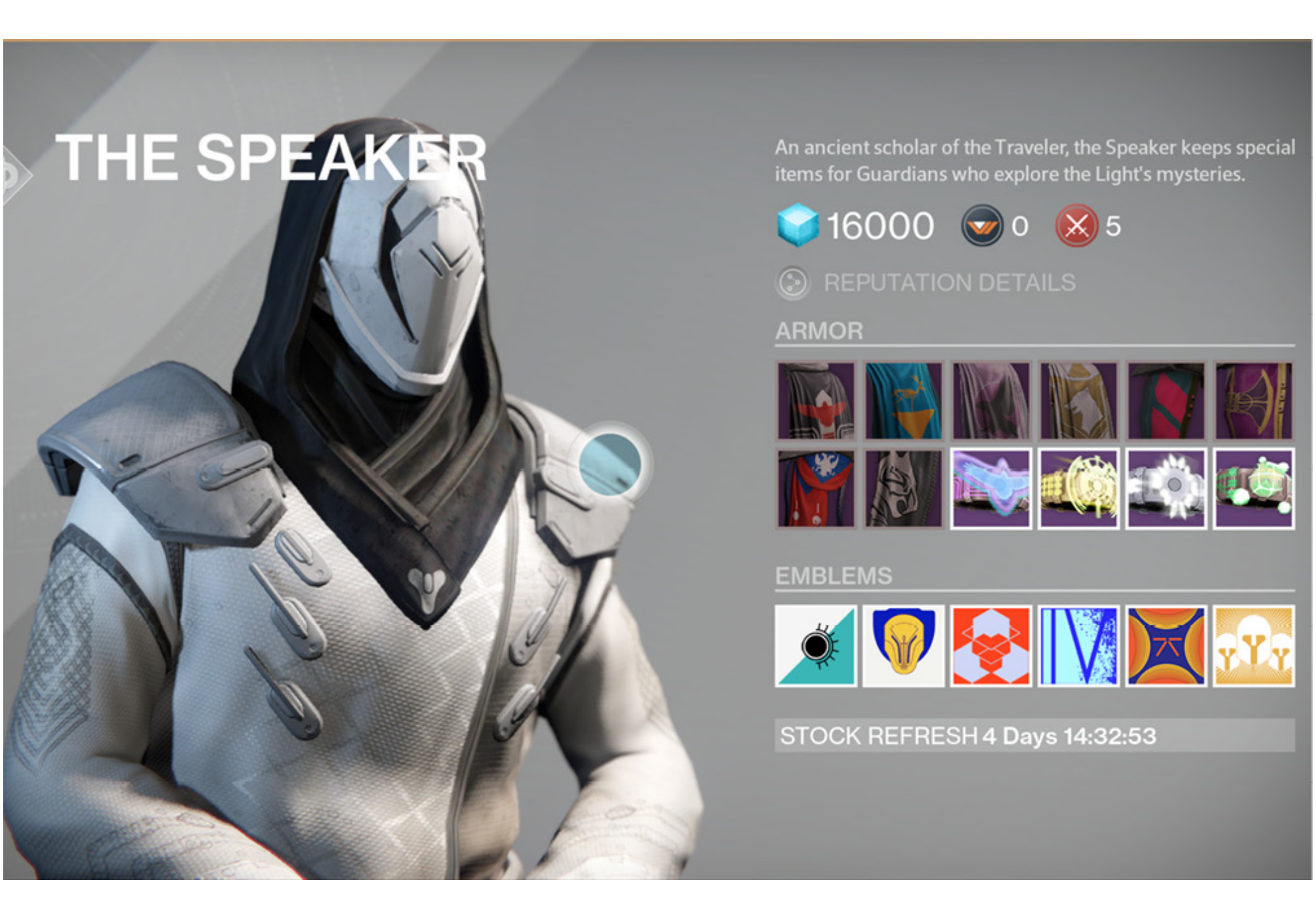
Crucible Marks

You earn Crucible Marks for completing PvP activities in the Crucible. Winning matches earns you more Marks than losing, but simply competing will eventually cap you for the week.

Specific PvP Factions such as the Iron Banner have reputation requirements to purchase their equipment, much like the PvE Factions. You may be required to complete Faction-specific bounties or special activities to raise your reputation with them.

You can also earn Crucible Marks by trading in large quantities of planetary Materials to a vendor in the Tower.

Motes of Light



An ancient scholar of the Traveler, the Speaker keeps special items for Guardians who explore the Light's mysteries.

You begin earning Motes of Light at Level 20. Each time you would normally gain a level from experience at Level 20, you are instead granted a Mote of Light.

The Speaker in the Tower desires this special and precious type of currency, so you can trade them with him for various rewards.

MATERIALS

Materials are all the items you can find in the game that are used for upgrading your weapons and armor.

Planetary Materials

Planetary Materials are so named because they exist on the planets in the solar system. You can find Spinmetal on Earth, Helium Filaments on the Moon, Spirit Bloom on Venus, and Relic Iron on Mars. You can also gather Planetary Materials in the wild, discover them as treasure, or earn them as a reward.

Patrol activities on each planet are ideal for exploring and gathering Materials. You can search the planet at your leisure, gathering raw Materials in the wild and looting chests to find more.

Spinmetal is usually found near old human structures, Helium Filaments near buildings on the Moon, Spirit Bloom near plants and overgrown areas, and Relic Iron near Cabal structures.

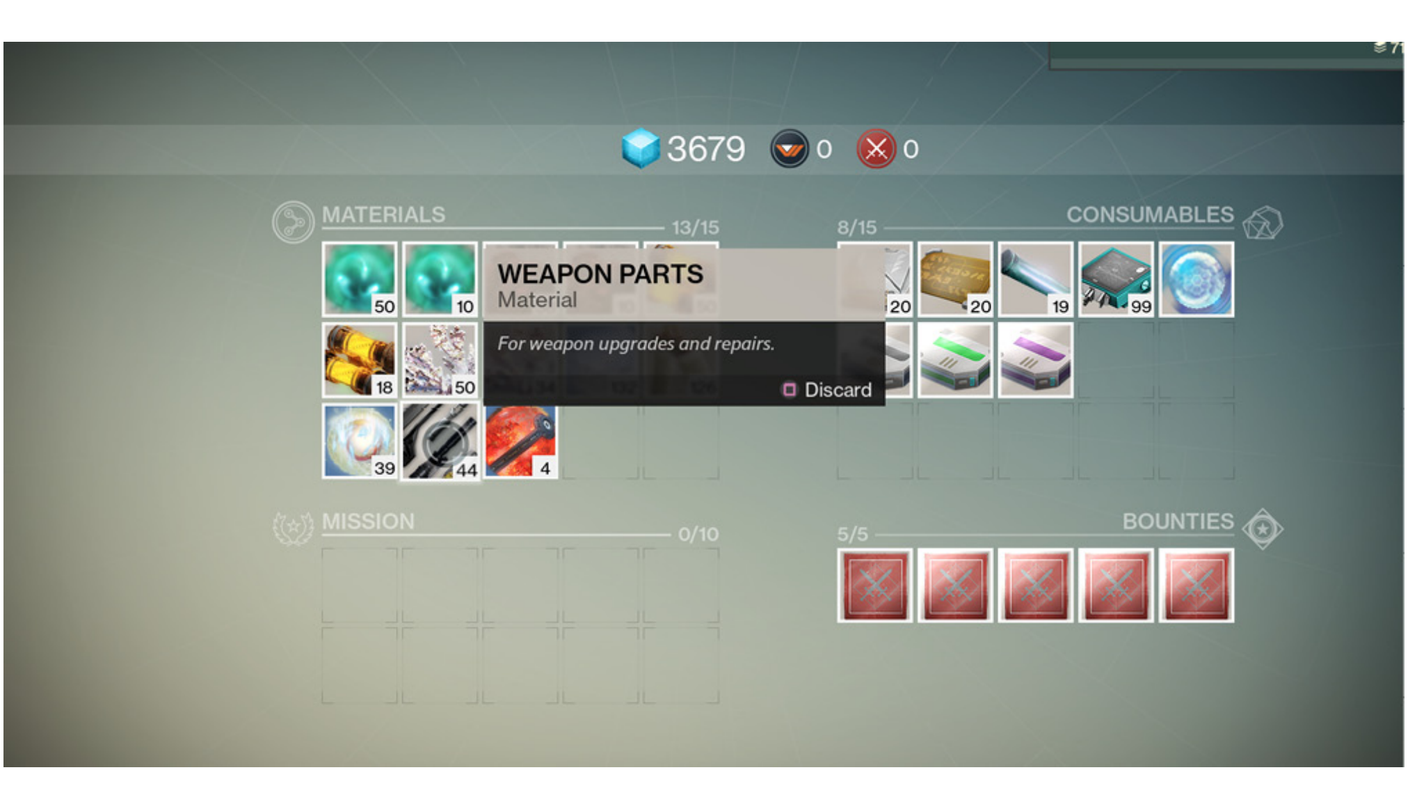
Much like treasure chests, Planetary Materials don't always spawn every time you visit a given area on a planet. Don't be surprised if you find a gather location on one mission and not the next.

Weapon and Armor Materials

Weapon and Armor Materials are the specific parts required by either weapons or armor to unlock upgrades.

Weapon Parts

Weapon Parts come from breaking down any weapon, and any Class can use them to upgrade a weapon.

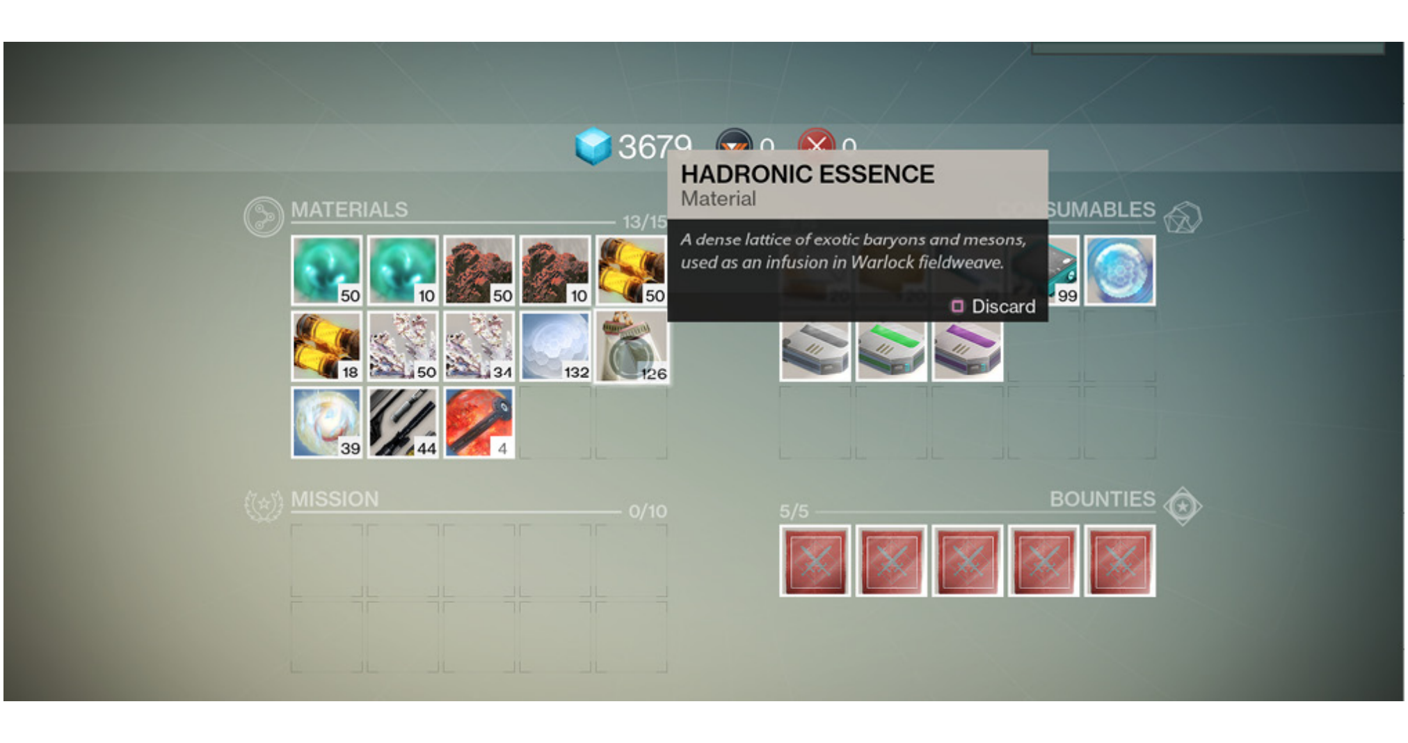


For weapon upgrades and repairs.

Class Armor Parts

You acquire Class Armor Parts by breaking down each Class's armor. They are Plasteel Plating for Titans, Sapphire Wire for Hunters, and Hadronic Essence for Warlocks.

Like Weapon Parts, breaking down any piece of Class-specific armor yields Class Armor Parts. Unlike Weapon Parts, you can use them only to upgrade armor specific to that Class.



A dense lattice of exotic baryons and mesons, used as an infusion in Warlock fieldweave.

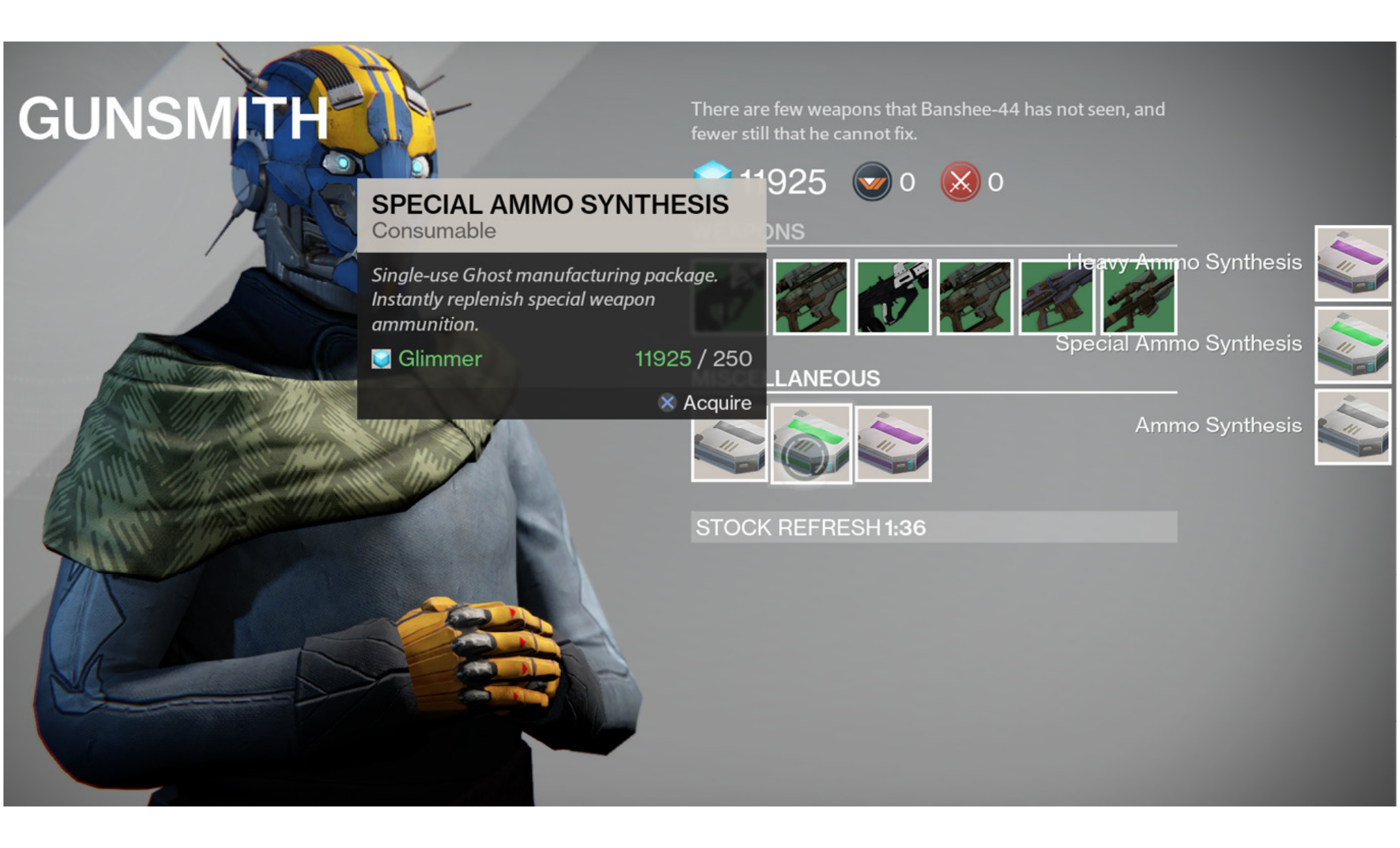
This means that if you split your time playing a Titan and a Warlock, you can share Weapon Parts between them, but you cannot share Plasteel Plating or Hadronic Essence.

Ascendant Materials

Ascendant Materials is the catchall name for powerful Materials necessary to upgrade powerful weapons and armor. Ascendant Energy is necessary to upgrade high-level weapons, while Ascendant Shards are needed for high-level armor. Dismantling high-level equipment or completing challenging activities can earn you Ascendant Materials.

Name	Use	From
Relic Iron	Used primarily to upgrade high-level gear.	Gathered and looted from chests on Mars.
Spinmetal	Used primarily to upgrade high-level gear.	Gathered and looted from chests in the Cosmodrome.
Helium Filaments	Used primarily to upgrade high-level gear.	Gathered and looted from chests on the Moon.
Spirit Bloom	Used primarily to upgrade high-level gear.	Gathered and looted from chests on Venus.
Ascendant Energy	Used to upgrade weapons to the highest levels of Attack.	Obtained as a reward from high-level activities and from dismantling high-level gear.
Ascendant Shard	Used to upgrade armor to the highest levels of Defense.	Obtained as a reward from high-level activities and from dismantling high-level gear.
Mote of Light	A currency used to purchase special gear in the Tower.	Obtained by earning XP beyond the level cap and completing high-level activities.
Armor Parts(Plasteel Plating, Hadronic Essence, Sapphire Wire)	Used to upgrade armor.	Obtained by dismantling uncommon and higher-level armor.
Weapon Parts	Used to upgrade weapons.	Obtained by dismantling uncommon and higher-level weapons.

Consumables



There are few weapons that Banshee-44 has not seen, and fewer still that he cannot fix.

Single-use Ghost manufacturing package. Instantly replenish special weapon ammunition.

Consumable items provide you with an instant ammo restoration on the battlefield or a time-limited boost to XP or Glimmer gain.

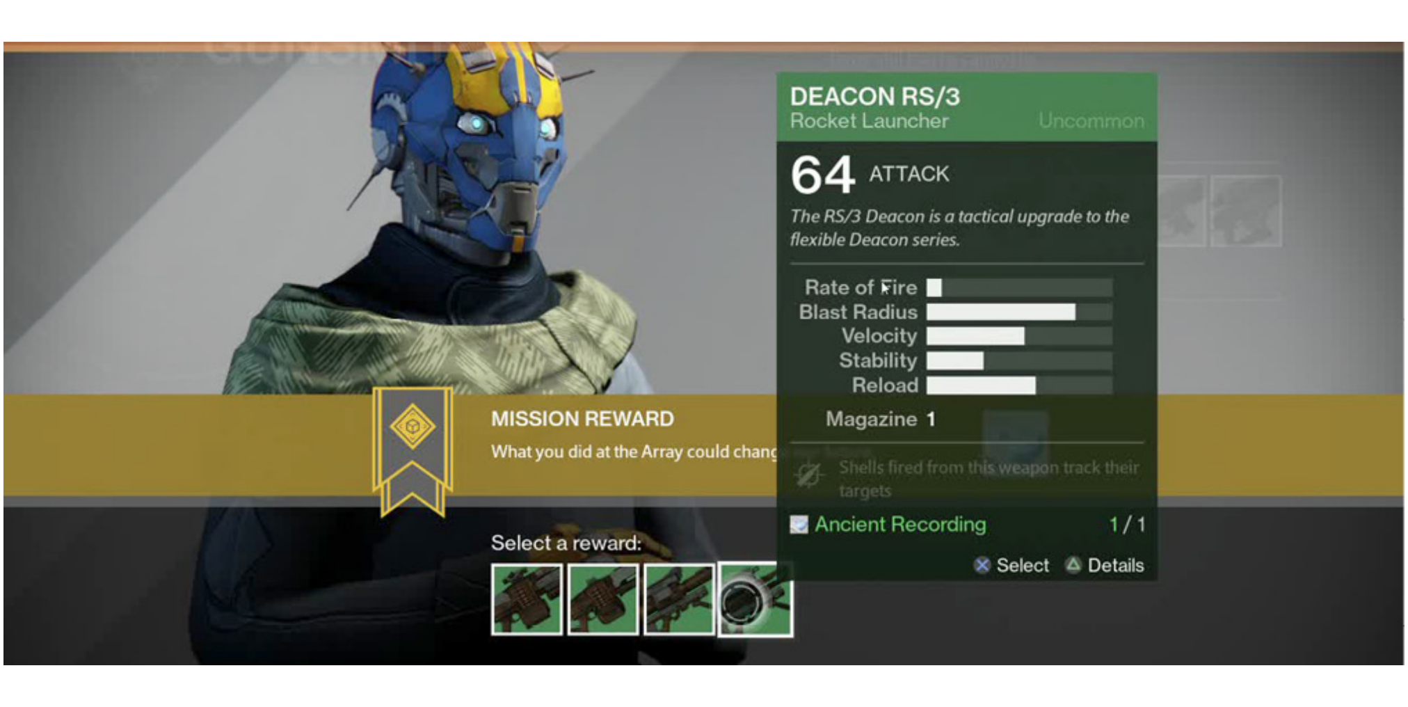
Ammo restore items have a five-minute cooldown time, so choose when to use them carefully.

Once you have a decent stash of Glimmer, stock up on ammo restoration consumables, as they're extremely important in high-difficulty PvE missions.

XP and Glimmer boosters last for 10 minutes once activated, and that is active in-mission time; they don't count down while you are in orbit.

Item	Effect	Location
Ammo Synthesis	Restores primary weapon ammunition.	Available from the Gunsmith in the Tower.
Special Ammo Synthesis	Restores special weapon ammunition.	Available from the Gunsmith in the Tower.
Heavy Ammo Synthesis	Restores heavy weapon ammunition.	Available from the Gunsmith in the Tower.
Weapon Telemetry	Increases XP gained by specific weapon types.	Sometimes obtained when dismantling high-level and upgraded weapons.
Ether Seeds	Generates Glimmer when killing Fallen enemies.	Drops from high-ranking Fallen and found in Fallen loot caches.
Black Wax Idol	Generates Glimmer when killing Hive enemies.	Drops from high-ranking Hive and found in Hive loot caches.
Resupply Codes	Generates Glimmer when killing Cabal enemies.	Drops from high-ranking Cabal and found in Cabal loot caches.
Blue Polyphage	Generates Glimmer when killing Vex enemies.	Drops from high-ranking Vex and found in Vex loot caches.

Mission Items



The RS/3 Deacon is a tactical upgrade to the flexible Deacon series.

What you did at the Array could chang

Shells fired from this weapon track their targets

Mission items is a category for specific items awarded during Story missions. You usually turn them in to a specific NPC in the Tower for a reward. See the walkthroughs for details on all the mission items you can find in the game… for now! Expect new ones in the future.

Mission items are generally a one-time reward for your first completion of a Story mission.

BOUNTIES

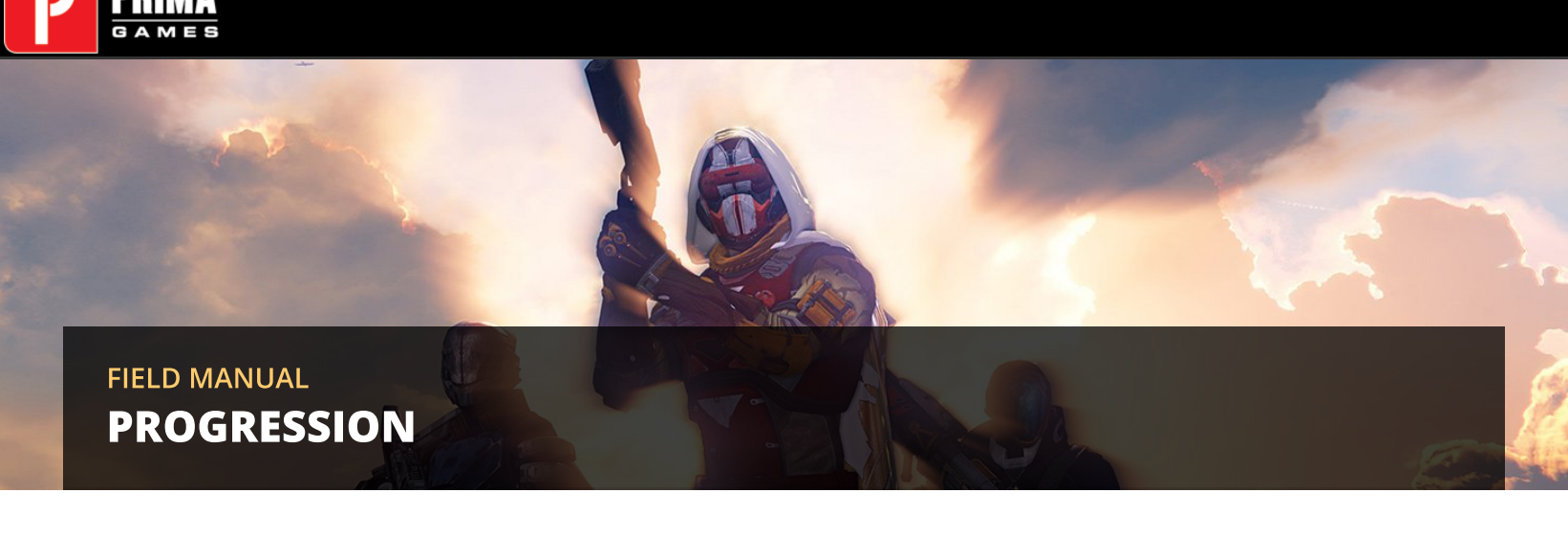
Bounties are PvE and PvP tasks that award you with experience, Glimmer, and occasionally items upon completion.

A daily rotation of PvE and PvP bounties are available in the Tower from Xander 99-40.

You may also occasionally receive bounties from the Postmaster. Once in a great while, if you are extremely lucky, you may stumble across an Exotic bounty. Completing such a rare find is guaranteed to award you with an Exotic item.

You can hold up to five bounties total, and bounties that you are carrying do not expire. You can, however, discard them at any time (say, if a day or two has passed and you spot some bounties on Xander that you'd rather pursue).

It's worthwhile to stack up a set of PvE or PvP bounties that you want to tackle with your Fireteam. If you can dovetail bounties together with daily events, you can reap a rich harvest of rewards at the end of your daily play session without much extra effort.



FIELD MANUAL

PROGRESSION

MISSION COMPLETE
DON'T STOP UNTIL THEY DROP
DON'T STOP UNTIL THEY DROP
Encrypted Engram

Once you have unlocked each of the destinations in Destiny and gained a few levels, the number of potential activities that you can participate in can become a bit overwhelming. If you're wondering how and where to progress, heed these words of advice.

While you are leveling, you never need to bang your head against a mission that feels too tough or too high-level. You can always go back and play a lower-level mission. You can even select a tougher difficulty setting for a normally low-level mission to make it more appropriate for your level.

A good approach to your daily session is simple: tackle the daily missions, complete any daily bounties you have time for, and try to earn gold in at least one Public Event. If you have more time on your hands, go after Vanguard or Crucible Marks if you aren't at your cap for the week. If you're done with that, as well, try raising your reputation level with one of the Tower's Factions.

Finally, going chest and Material hunting in Patrol mode while tackling Beacon missions and Public Events is a great way to earn some experience, rep, Glimmer, and Materials.

TIMED EVENTS

Destiny has a variety of events that change over time (in real time): some are daily, some are weekly. Some are special events only available for a specific amount of time, some are constant cycles.

Most vendors refresh their stock every several hours. You can revisit the Weaponsmith or the Cryptarch and find new gear frequently.

Bounties are refreshed daily, though any bounties you are carrying are not reset; only those on the bounty vendor are reset.

The Featured Story mission resets daily.

Featured Strikes update weekly. These are typically high-level Strikes with the Nightfall and higher-difficulty Skulls active.

Crucible bonus playlists are updated daily, and some special events like the Iron Banner playlist have time-limited access.

Most special events occur weekly, but keep an eye on Bungie's social media for updates.

EVENT COMPLETE
STOP THE FALLEN FROM EXTRACTING PRECIOUS GLIMMER.
GOLD TIER ACHIEVED
GRIMOIRE PROGRESS
Public Defender
2/10

Your first gold score in a Public Event each day rewards you with some nice goodies mailed to you by the Postmaster. Public Events can occur anywhere in open public areas (that is, any place in the world where you can encounter other Guardians not in your Fireteam), and they have a chance of occurring periodically. If you're hunting for Public Events, have your friends split up and spread out. You can then have everyone join a Fireteam when you locate one.

Out in the world on Patrols, you can find Chests, Materials, and Patrol Beacons. Chests and Materials aren't always present in the same locations. Sometimes they spawn, sometimes they don't. Patrol Beacon locations are the same, but the specific mission they grant can vary.

If you want to share Chests and Materials with your Fireteam, be sure they're nearby to grab the goods, as they vanish from the world a few seconds after they are opened or picked up. Gold Chests don't follow this rule, but they are one-time rewards for each of your characters.

Tackling the various timed events, particularly daily ones, is a good way to focus your efforts for your daily play session with your friends. Timed events almost all give bonus rewards, and if you piggyback bounty completions on top of them, you can maximize the returns on your time investment.

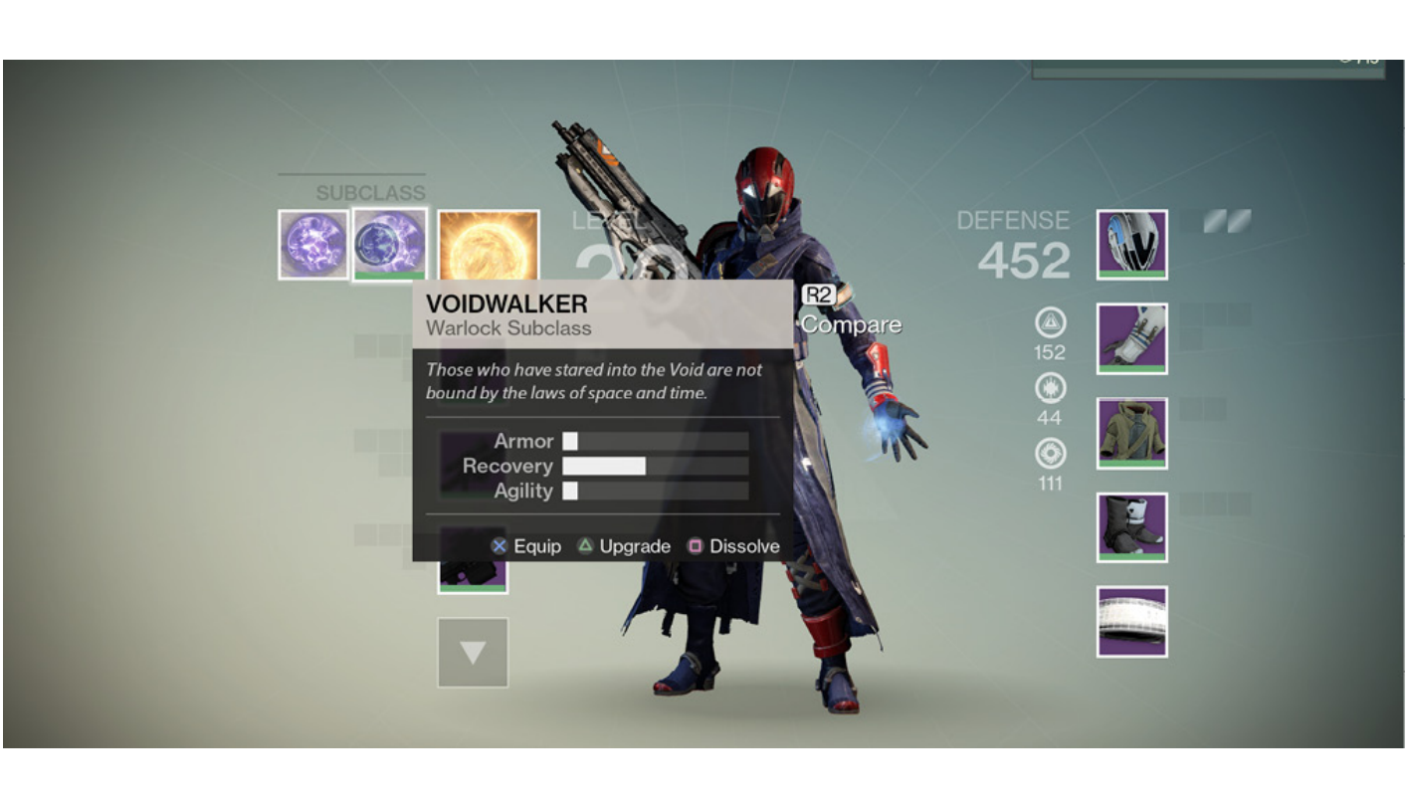
EXPERIENCE AND LEVEL

The most basic progression comes from earning experience.

You can acquire experience from defeating enemies, completing missions, completing bounties, or turning in mission items in the Tower. All experience that you acquire goes toward raising your level, and leveling your weapons, armor, and specialization.

If you have any Uncommon or better weapons or armor equipped, any experience you earn goes toward unlocking mods on those pieces of equipment. Similarly, if one of your Class specializations is equipped and not yet fully maxed, earning experience unlocks new talents in the equipped specialization.

Remember to equip non-maxed weapons and armor before turning in a bounty or mission objective so you can get the most benefit from the experience! The same goes for swapping specializations if you have one maxed and equipped, but your second is still not complete.



As you gain levels, you unlock basic features, including bounties and the Crucible PvP mode. At Level 15, you unlock your second specialization. Finally, once you reach Level 20, you stop gaining levels normally from experience. Any further levels that you would gain from experience earn you Motes of Light, one for each "level" gained.

EQUIPMENT UPGRADES

In addition to leveling your character (and your equipment), you need to continually upgrade your weapons and armor as you level.

You want to be looking out for improved rarity items (Uncommon, then Rare, then Legendary, and finally Exotic), as well as higher-level items.

While you are leveling, it's enough to keep an eye on the Attack stat of weapons and the Defense stat of armor. As long as your current gear isn't too far behind a new piece, you can keep the current piece if it has mods that you prefer to use.

Simply equipping new gear with better Attack/Defense stats and higher rarity as you find it will get you to 20 comfortably.

Don't worry too much about investing a lot of experience, Materials, and Glimmer into fully upgrading weapons before Level 20. Barring a few very specific exceptions for PvP, all of them will be replaced with Level 20 Rares and Legendaries. You're going to need every scrap of Material and Glimmer you can hoard to upgrade your Level 20 gear.

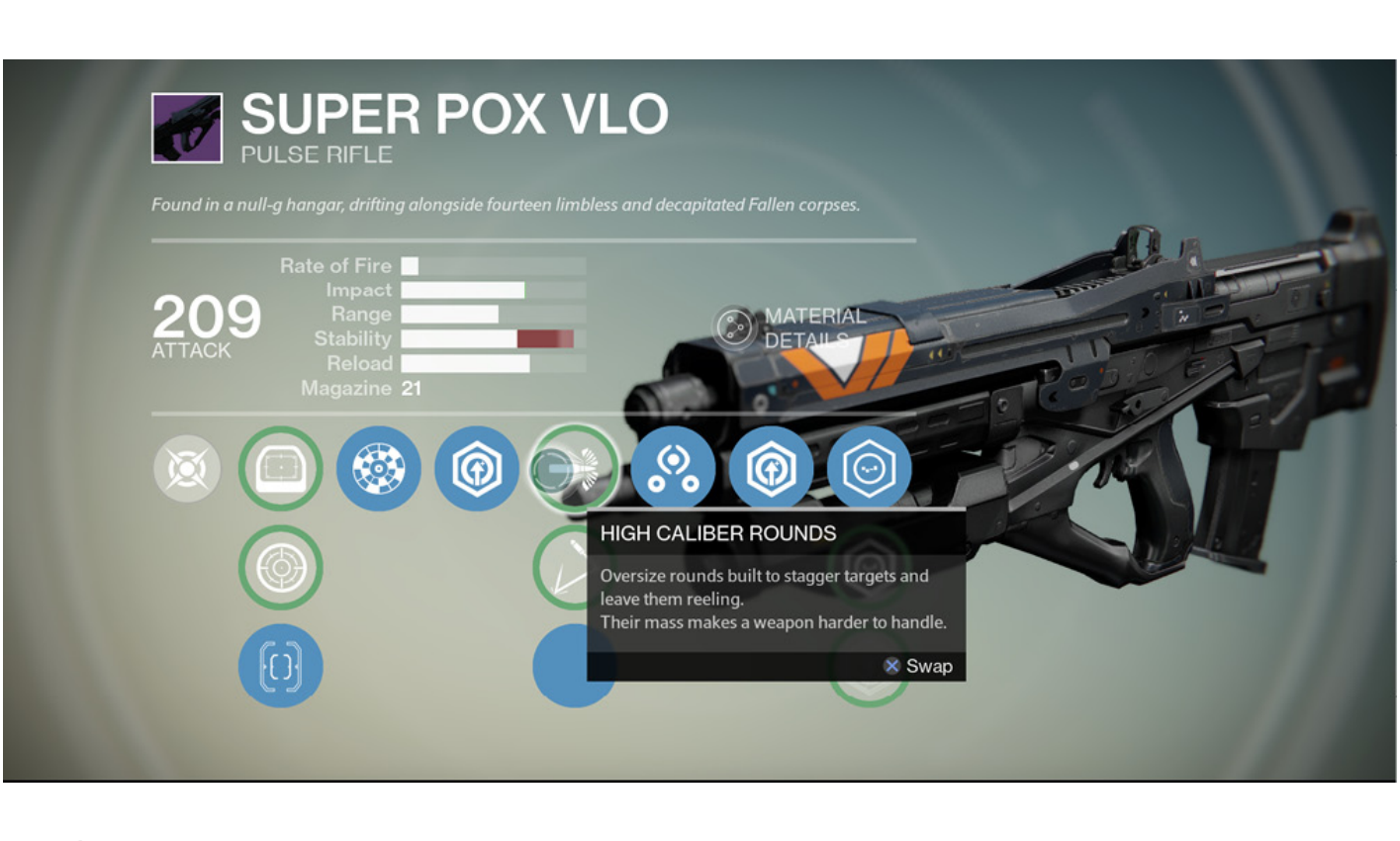
Once you reach Level 20, however, you need to start looking at outfitting yourself fully in Legendary equipment.

Save Your Gauntlets

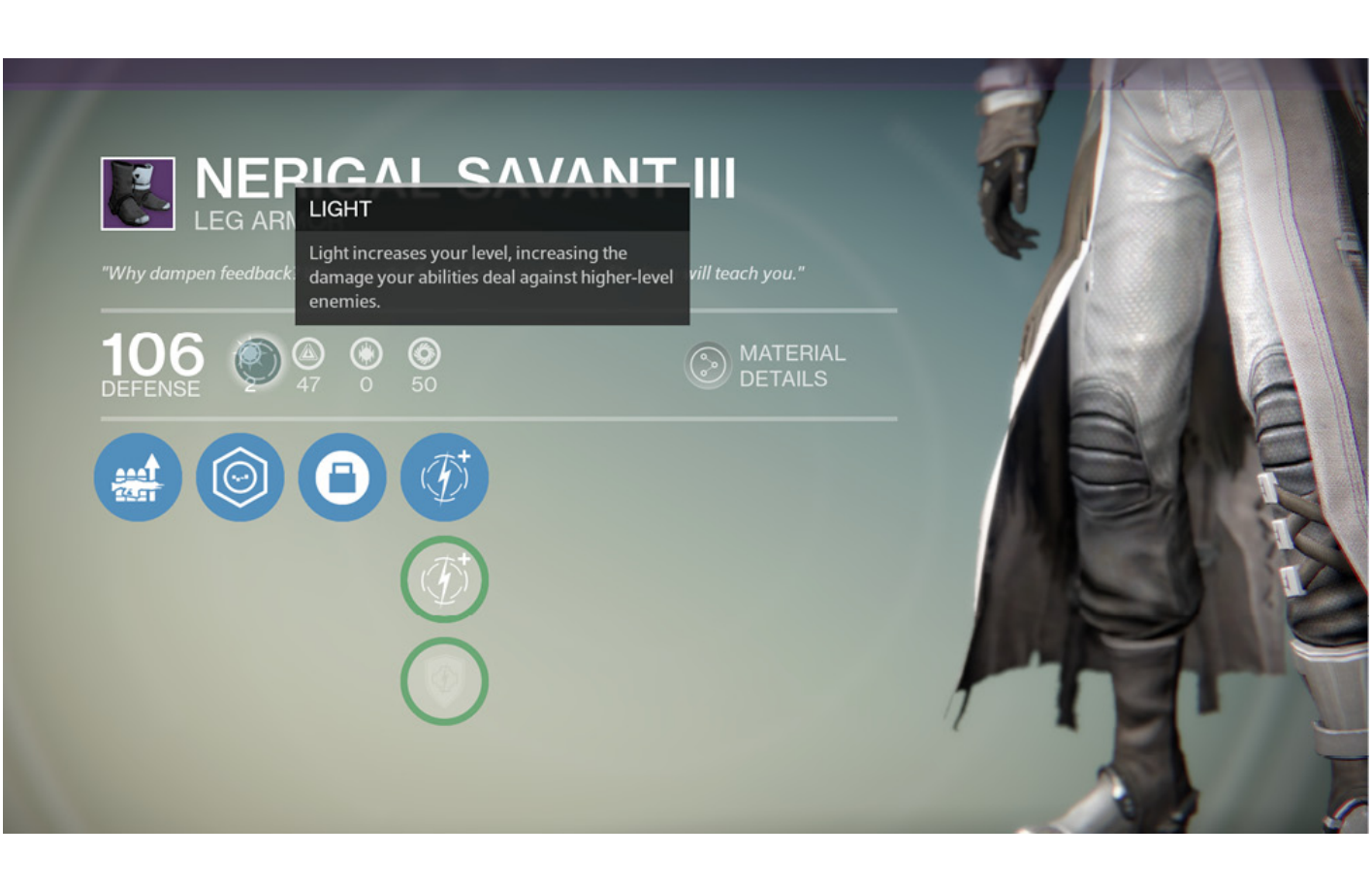
> **Save Your Gauntlets**
>
> Gauntlet armor of Uncommon or better rarity always has a reload bonus for a primary weapon class on it. While you are leveling, try to keep a set of gauntlets for each weapon type in your Vault. At the very least, they are useful in PvP, and it's nice to be able to get a slight reload bonus no matter which primary weapon you have equipped.

This is necessary to tackle higher-difficulty missions in PvE, but it is also just plain fun. All the cool mod combinations are available to you on Legendary weapons and armor.

Beyond that, tracking down Exotics is your last gearing goal. Finding your first Exotic is an exciting moment, and later, when you have assembled an arsenal with multiple Exotic and Legendary pieces, fine-tuning full sets of complementary equipment will occupy your time.


SUPER POX VLO
PULSE RIFLE
Found in a null-g hangar, drifting alongside fourteen limbless and decapitated Fallen corpses.
209
ATTACK
Rate of Fire
Impact
Range
Stability
Reload
Magazine 21
MATERIAL DETAILS
HIGH CALIBER ROUNDS
Oversize rounds built to stagger targets and leave them reeling.
Their mass makes a weapon harder to handle.
Swap

LIGHT LEVEL


NERIGAL SAVANT III
LEG ARMOR
LIGHT
Light increases your level, increasing the damage your abilities deal against higher-level enemies.
106
DEFENSE
47
0
50
MATERIAL DETAILS

Your Light level is your level beyond 20. Once you stop earning levels through experience at 20, the only way to progress is to find armor with the Light stat on it.

Move your cursor over the Light stat in your Equipment screen to see how many points of Light you need to reach the next level.

High-level Rare, Legendary, and Exotic items can provide you with Light points, and raising your level is necessary to unlock the most difficult PvE missions in the game, including Raids. Raising your level also has an impact in matches where Level Advantages are enabled, though it is not quite as critical there as it is for PvE.

> **Light, Light, and Light**
>
> The word "Light" is used in quite a few places in Destiny, and it can get confusing at times.
>
> Motes of Light are a currency you earn with experience once you reach Level 20. At 20, you no longer gain levels normally; instead, every time you would have gained a level, you earn a Mote of Light instead.
>
> Light levels come from the Light stat on your armor, which is how you gain levels past 20. Light shows up as a stat just like any other, so you can have a piece of armor with +5 Light or +10 Light. You can see exactly how much Light you need to earn another Light level by moving the cursor over your Light stat.
>
> Orbs of Light grant super meter energy. These are created when a Guardian kills an enemy with a super move, or when a Defender Titan absorbs damage with the Ward of Dawn. Note that you cannot see your own Orbs of Light; only other Guardians can see and pick them up. If you killed several enemies with a super move and saw the message that you generated Orbs of Light and couldn't figure out what or where they were, that's why!
>
> Light as a concept is the literal energy granted by the Traveler to the Guardians. The Ghosts are a manifestation of this energy, as are many of the superhuman abilities that Guardians can perform.

LOOT

Loot is the good stuff, all the weapons and armor and goodies you can find or earn out in the wide world of Destiny.

You can find such items in the world dropped by enemies, looted from chests, awarded for completing missions or Crucible matches, awarded for ranking up a reputation level, mailed to you for finishing your daily Gold Public Event, completing a special bounty, or given as a reward for turning in mission items. As a general rule of thumb, the more difficult the loot is to acquire, the better it is.

> **You Can't Lose Loot!**
>
> The kindly Postmaster in the Tower will mail you any Engrams that you failed to pick up in the field after a mission.

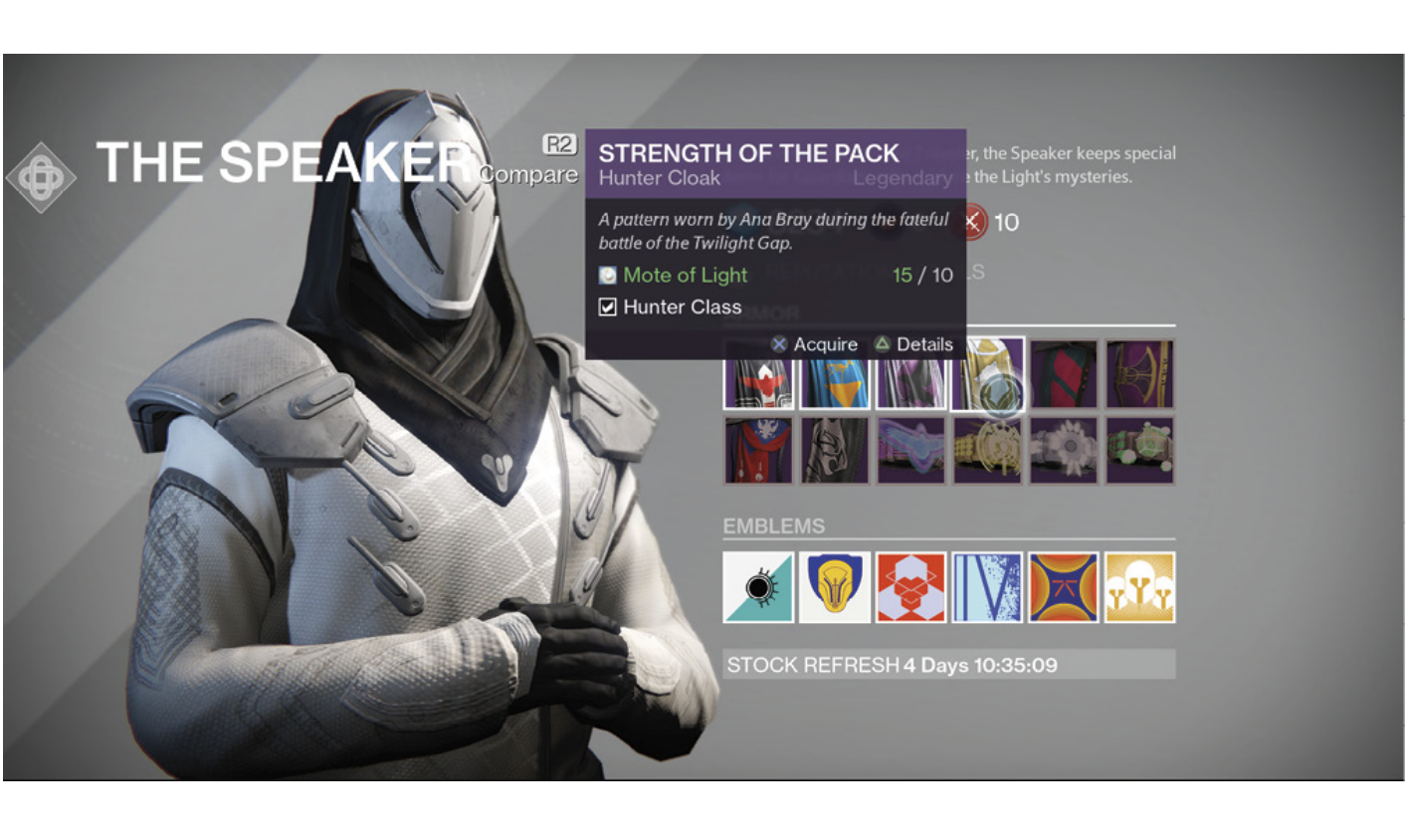
Very difficult Vanguard Strikes and other PvE missions have a good chance of awarding you rare items upon completion, and the reward for gaining a reputation level can also be a quality item.

PvP varies depending on the mode in question. Normal Crucible matches rarely award you high-quality gear, but time-limited Iron Banner matches have better odds of granting excellent equipment.

Raid loot and loot purchased with Marks is guaranteed to be of excellent quality, but both are time-limited rewards, and you can only earn raid rewards and Marks up to your cap once every week.

You may find a certain special vendor in the Tower from time to time with particularly excellent equipment on offer, though he does not accept common types of currency...

Equipment Rarity



All equipment, weapons, and armor progress from Common white items to Uncommon green items, then to Rare blue items, and finally to purple Legendary items. There are also exceptionally rare orange Exotic items, but don't expect to acquire those quickly without some amazing luck.

Engrams

Weapons and armor may be located within coded Engrams. Engrams share the same rarities as other items in the game, and they appear as glowing crystals in the world.

Any enemy can potentially drop an Engram, though Majors and Ultras have a better chance of doing so. A coded Engram displays the basic type of item within, but to discover the exact item, you must take these coded Engrams back to the Cryptarch in the Tower. You may find an Engram for a primary, special, or heavy weapon, or for a helmet, chest armor, gauntlets, leg armor, or Class Armor. The Cryptarch can analyze and decrypt Engrams, discovering the pattern for the weapon or armor contained within. Decrypting Engrams also has the pleasant side effect of raising your reputation with the Cryptarch. You can even buy Engrams directly from the Cryptarch. This instantly identifies the item within and grants you bonus reputation with the Cryptarch immediately. Very rare Engrams may contain additional bonus items, such as Glimmer or Ascendant Materials.

> **Engram Rewards**
>
> Engrams sometimes contain items of a different rarity than the Engram. This means that it is possible (albeit very rare) to find a Legendary item inside a Rare Engram. Unfortunately, this also means that you may not get a Legendary item from a Legendary Engram...

Vendors

You can purchase items from vendors in the Tower with various types of currency.

Some vendors sell basic items of Common or Uncommon quality, but you may also find Rare Engrams from the Cryptarch, or Legendary items that are purchasable only with Marks from various Factional vendors.

Some vendors refresh their stock every few hours, while others take longer or may not normally refresh them at all (until Bungie decides to change them, that is!).

Factions

Factions are groups of like-minded Guardians and other citizens of the Tower and the City who have banded together around a certain philosophy. It was not always so; Faction wars once raged in the City's earliest days...

Factional Rewards

Each of the different Factions has different rewards, though there are a few gaps in what they offer.

Dead Orbit
Offers no auto rifles
1 Legendary of each other archetype

Future War Cult
Offers no pulse rifles
1 Legendary of each other archetype

New Monarchy
Offers no pulse rifles
1 Legendary of each other archetype

Iron Banner
2 Legendary pulse rifles
1 Legendary of each other archetype

Vanguard

The order of veteran Guardians devoted to the protection of the City, the best of the Titan, Hunter, and Warlock orders. All player Guardians belong to the Vanguard initially, as it is the Faction that you automatically represent when you begin the game. All reputation rewards for completing Vanguard Strikes, bounties, and Patrol Beacons go to the Vanguard Faction, unless you choose to represent another Faction.

The Crucible

Not a Faction precisely, but an organization formed to test the Guardians in battle against their most dangerous opponents—other Guardians. This live-fire training hones Guardians into lethal weapons against the Darkness. Sometimes being dead and having a Ghost that can revive you is convenient...

The Iron Banner

A Faction led by Lord Saladin, a veteran of the Battle for Twilight Gap, the Iron Banner seeks the mightiest of Crucible combatants to lead the war against the Darkness.

Dead Orbit

Dead Orbit believes that the Guardians' destiny lies not with the Traveler, but out amongst the stars. They seek to leave the Earth and travel to a new home.

Future War Cult

The Future War Cult believes in the inevitability and, indeed, the necessity of conflict. They seek not to leave or to rebuild, but to wage war, in all its forms.

New Monarchy

New Monarchy believes that together, the Guardians can rebuild their lost Golden Age, and that true leaders for the City can be found...or forged.

Reputation

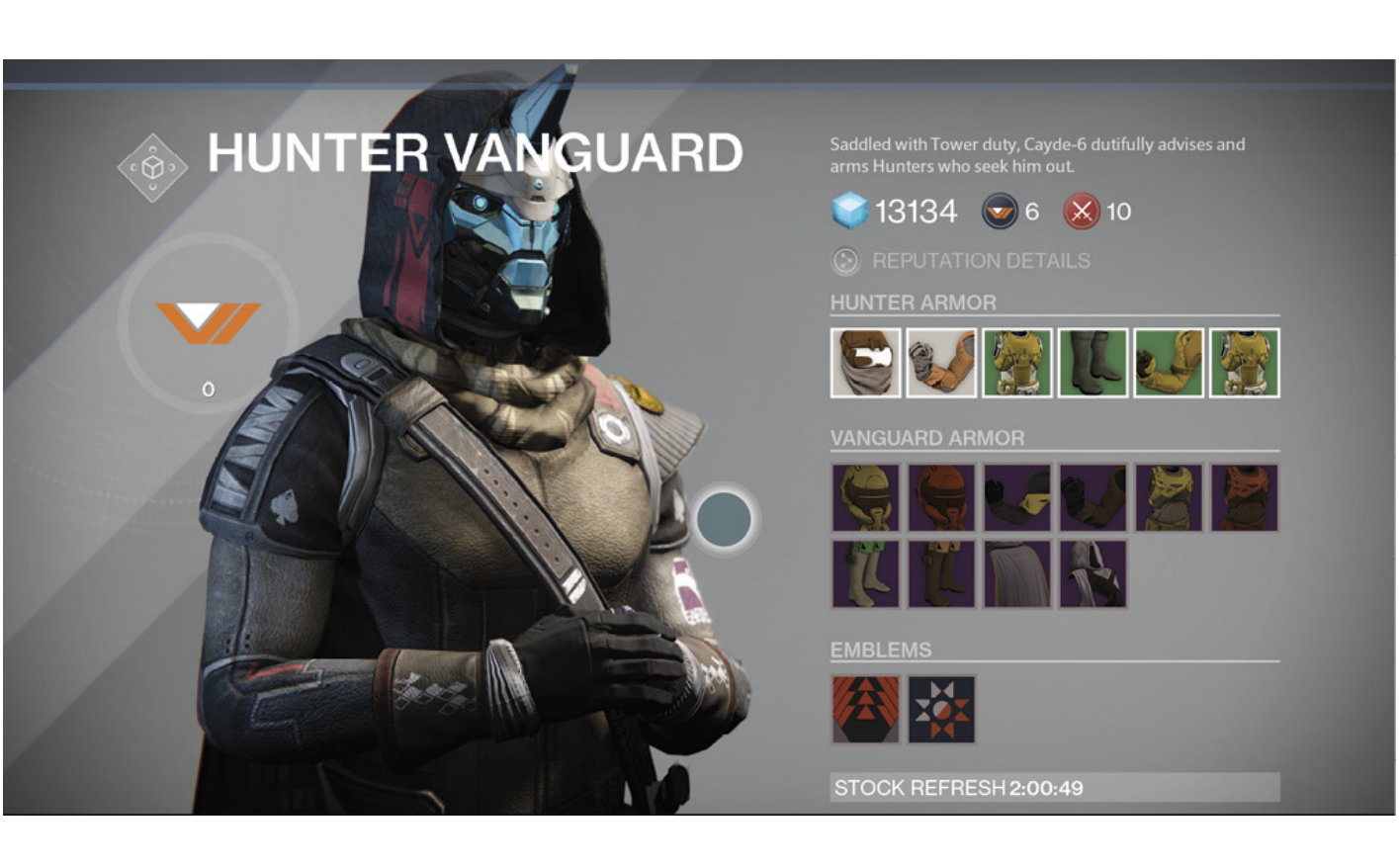
For PvE Factions other than the Cryptarch, reputation is earned in PvE by completing Vanguard Strikes, bounties, and Patrol Beacons, as well as special events.

You can earn Crucible reputation by completing Crucible bounties and competing in PvP special events.

Earn enough reputation with a Faction, and you can gain a reputation level. Reputation levels are required to purchase certain powerful equipment. Once you reach the cap for reputation level (generally 3 for most Factions), every level past the cap earns you rewards!

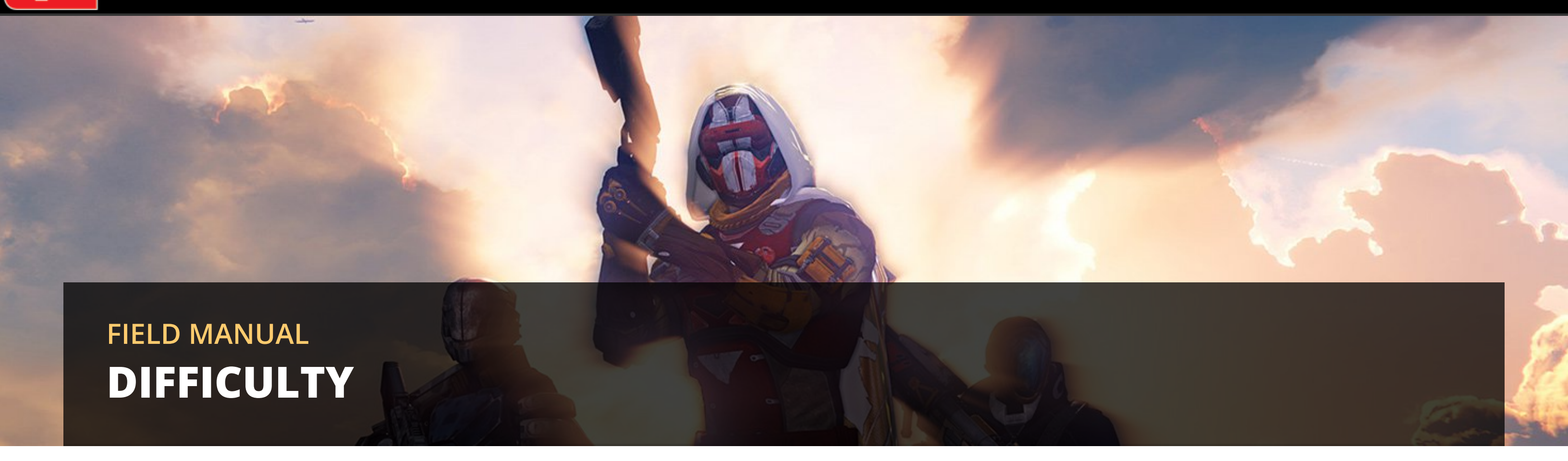
There is no upper limit to a reputation level past the cap; you can continue to earn rewards every time you achieve a new level.

By default, all PvE reputation you earn goes toward the Vanguard Faction. To represent another Faction, you must purchase a Class Armor item of that Faction and wear it while completing missions that award reputation.



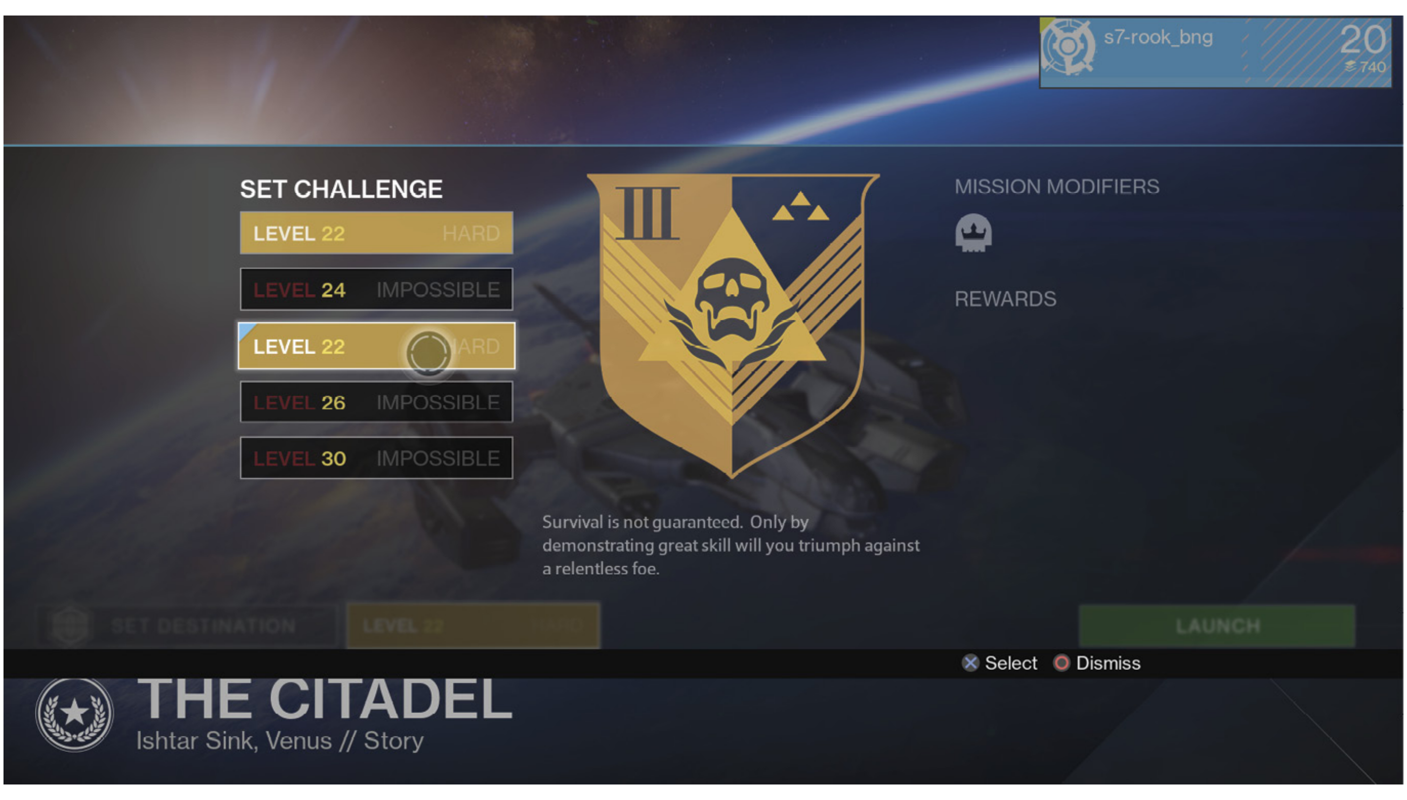
Cryptarch

The Cryptarch is a unique character. Serving as the crypto-librarian for the Tower, he can identify Engrams that you find in the wilderness. Identifying Engrams, bringing him special items from each enemy race in the game, and purchasing Engrams from him all serve to increase your reputation with the Cryptarch. Earning sufficient reputation eventually allows you to purchase Rare Engrams from him, and further levels earn you rewards just as they do for any other Faction in the game.



FIELD MANUAL

DIFFICULTY


s7-rook_bng
20
740
SET CHALLENGE
LEVEL 22 HARD
LEVEL 24 IMPOSSIBLE
LEVEL 22 HARD
LEVEL 26 IMPOSSIBLE
LEVEL 30 IMPOSSIBLE
III
MISSION MODIFIERS
REWARDS
SET DESTINATION
LEVEL 22 HARD
LAUNCH
Select
Dismiss
THE CITADEL
Ishtar Sink, Venus // Story

Survival is not guaranteed. Only by demonstrating great skill will you triumph against a relentless foe.

There are two main factors that influence the difficulty of a mission in PvE: the level of the mission and the Skulls active for that mission.

Mission level is set to a certain baseline for Story missions and Strikes, but once you hit 20, all missions can be scaled up to (and beyond) Level 20.

There is also a special set of Vanguard Strikes that allow you to play a random Strike at Level 18, 20, 22, or 24.

Two Skulls in particular serve as a sort of mission-wide difficulty setting—the Heroic and Mythic Skulls.

On Heroic, encounters are changed, and all enemies are more dangerous.

On Mythic, the encounters are changed, adversaries are yet more dangerous, and an additional enemy combatant for each race in the game gains a new elemental shield. On top of that, elemental shields take 50% less damage if you hit them with the wrong element.

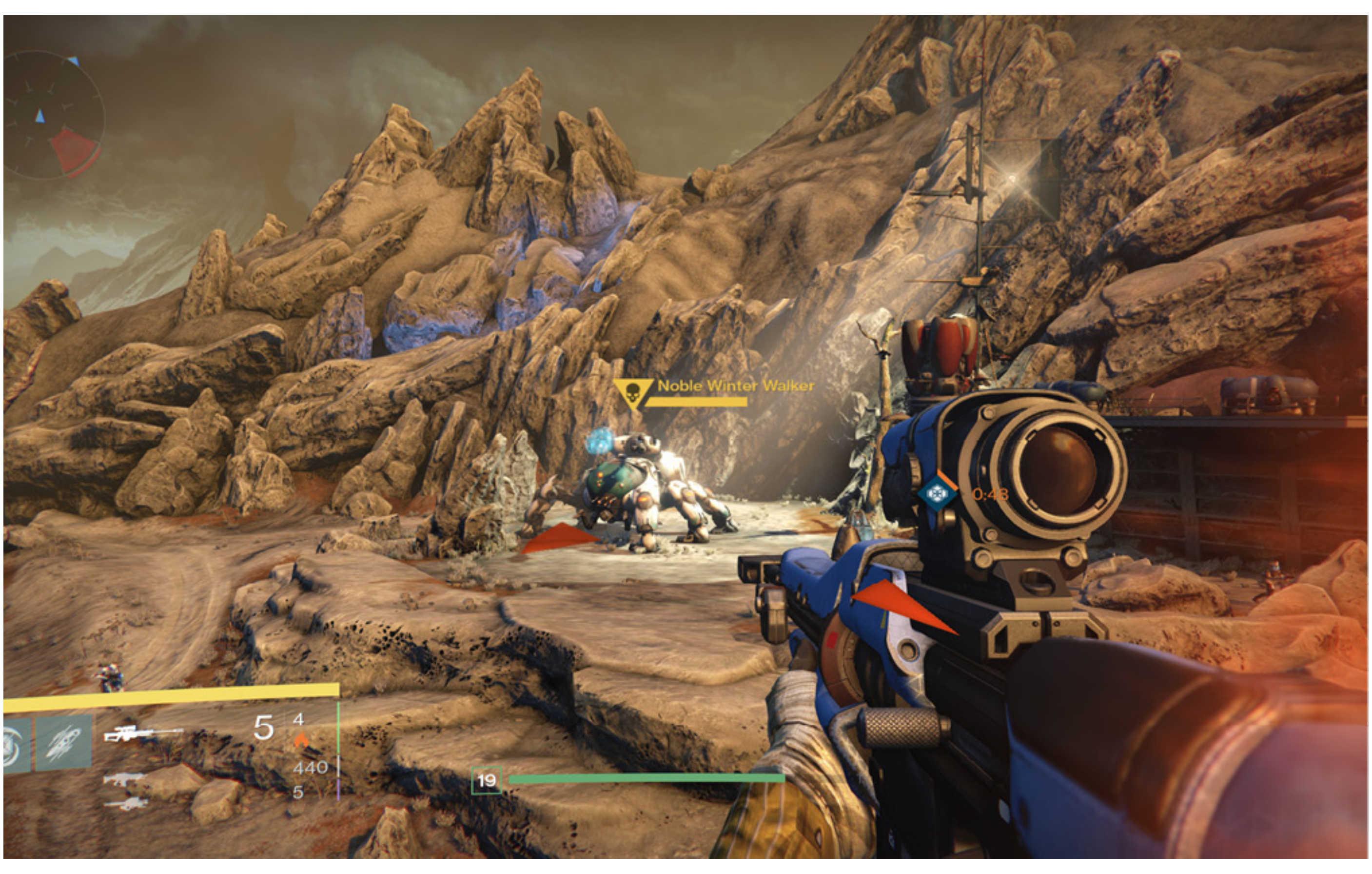
High-level Mythic missions with multiple Skulls active are hard.

ENEMY BEHAVIOR

The difficulty tier for a mission sets the base level of aggression for all of the enemies in a mission. This affects how fast, accurate, and dangerous the basic foes you encounter are.

Also, all adversaries improve their basic behaviors: dodging your gunfire, diving away from grenades, suppressing you in cover with weapons or grenades, flanking you, chasing you behind cover, rushing you in melee, hiding and retreating to recover shields, or jumping away if suddenly ambushed. The specific behavior depends on the exact enemy type you are battling, but all of them are more dangerous on higher-difficulty missions.

Majors and Ultras



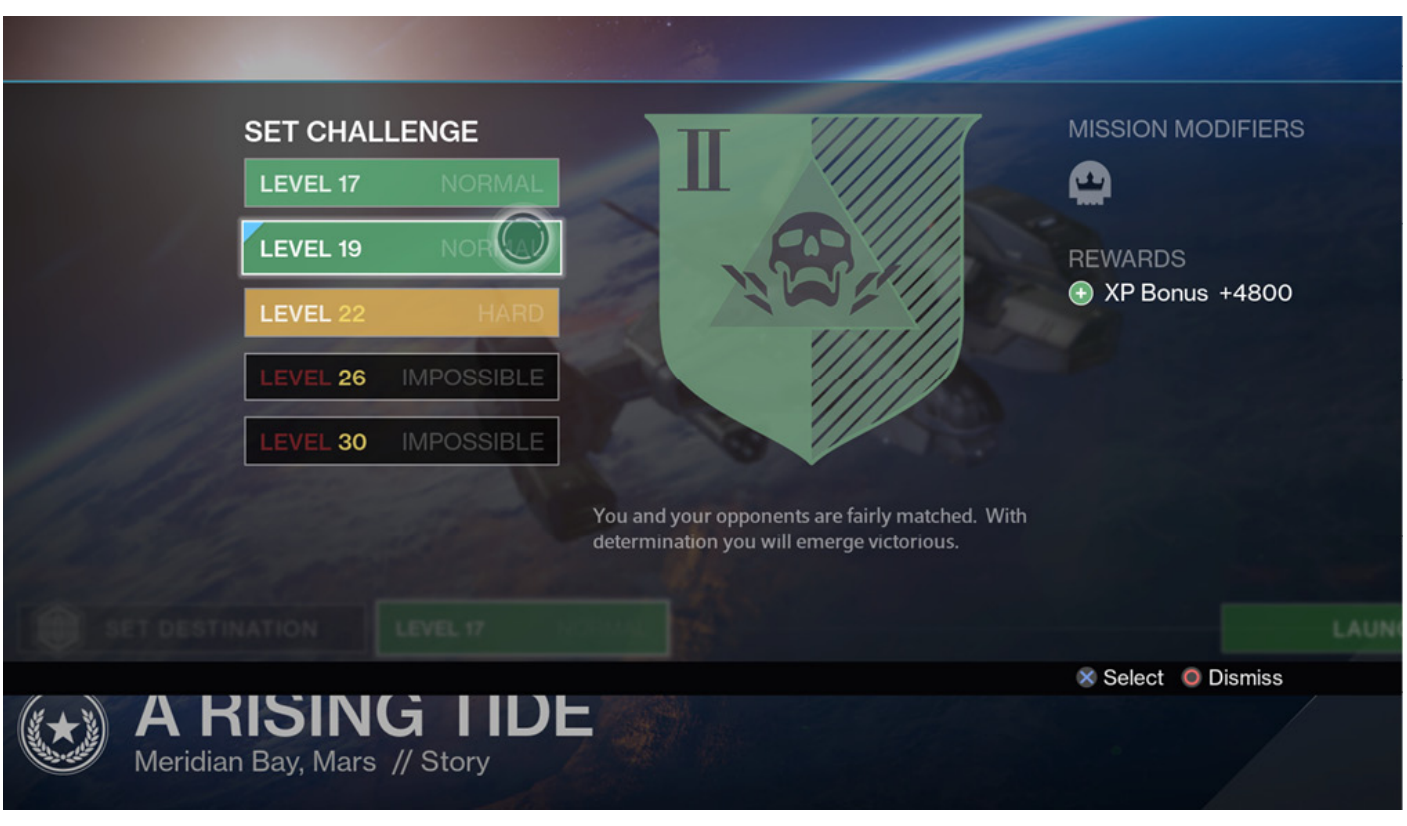
Majors and Ultras are the special hardened versions of normal enemies that you may encounter during a mission.

Majors show up with a yellow nameplate. They have more health, possess stronger shields that recharge faster, and are more aggressive and dangerous than their normal brethren. You may see these foes show up in the game with a name like "Elite Fallen Captain," but you can always identify them by their nameplate color.

Ultras appear with a skull mark on their nameplate. They are tougher still than Majors and more dangerous, and all of them have a 360-degree knockback to push you away if you get too close.

Skulls

Skulls act as special difficulty modifiers for PvE missions. These added effects are on top of the basic difficulty for any mission in the game at any level. If you tackle a Strike that is three levels above you and has multiple Skulls active, expect a very, very tough fight.


SET CHALLENGE
LEVEL 17 NORMAL
LEVEL 19 NORMAL
LEVEL 22 HARD
LEVEL 26 IMPOSSIBLE
LEVEL 30 IMPOSSIBLE
II
MISSION MODIFIERS
SET DESTINATION
LEVEL 17 NORMAL
LAUNCH
Select
Dismiss
A RISING TIDE
Meridian Bay, Mars // Story

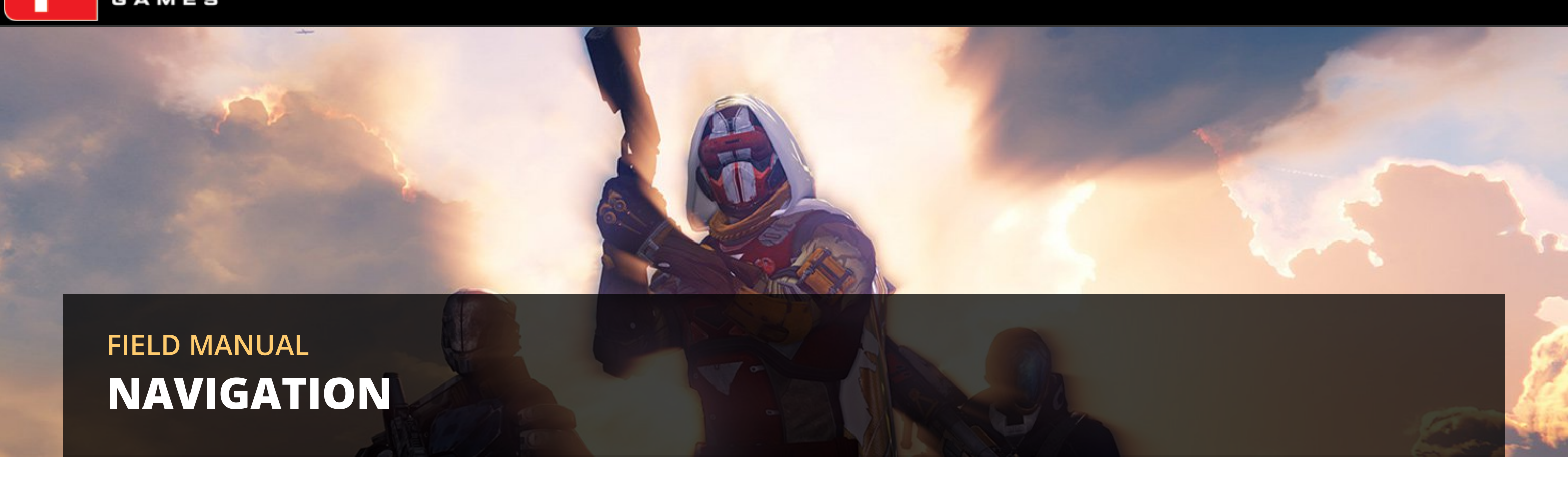
REWARDS
XP Bonus +4800

You and your opponents are fairly matched. With determination you will emerge victorious.

Special daily and weekly missions can often have Skulls active. You can also adjust the difficulty on a mission to change its level and sometimes the Skulls that it has active.

Nightfall bears special mention. During a Nightfall mission, if your entire Fireteam wipes, you are returned to orbit instantly. You only get one shot at these missions, so play smart!

Skull	Effect
Juggler	No ammo drops for your equipped weapon.
Anger Issues	Minions of the Darkness display heightened aggression.
Angry	Minions of the Darkness won't flinch, even after massive damage.
Arc Burn	Arc damage from any source is greatly increased.
Solar Burn	Solar damage from any source is greatly increased.
Void Burn	Void damage from any source is greatly increased.
Lightswitch	Minions of the Darkness deal much more melee damage.
Nightfall	You will face a relentless army that has never known defeat. If all players die, you will be returned to orbit.
Heroic	Enemies appear in greater numbers and are more aggressive.
Mythic	Heavily shielded and highly aggressive enemies appear in great numbers.

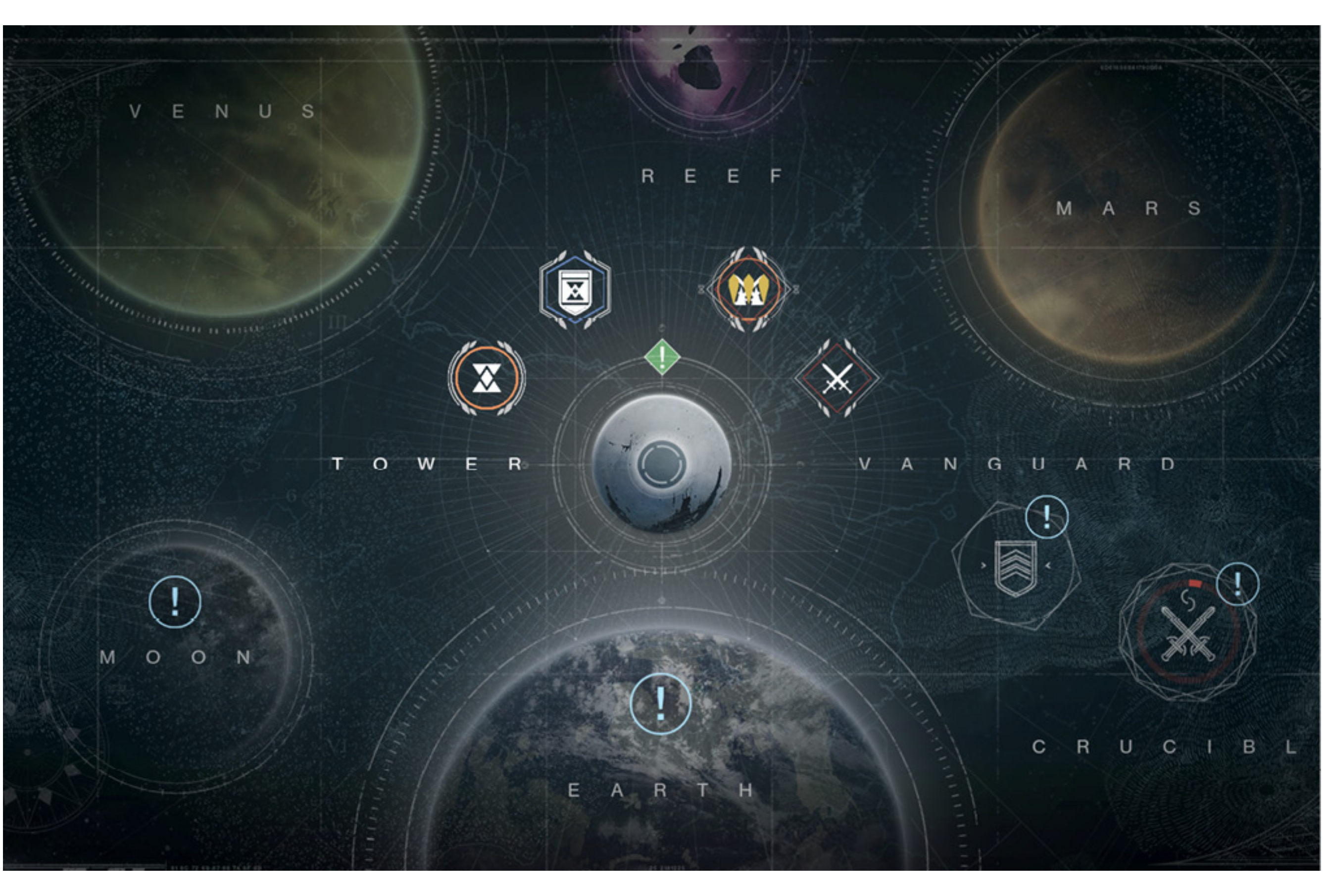


FIELD MANUAL

NAVIGATION

Navigating between the planets and the Moon takes place in the Director.

USING THE DIRECTOR



Whenever you return to orbit, click Set Destination to bring up the Director screen. This shows which areas are accessible to you at the moment. At first, you can only choose between Earth and the Tower, but as you progress through the game, more options appear. Choosing a planet brings up a map of that location, along with its available missions. Once you have chosen your next destination and set up the difficulty, if applicable, click the Launch button to fly to the landing zone.

An exclamation mark appears on a location if there is something new available or an objective to complete. The Director also displays whether your friends are currently playing at each site. Next to the Tower, another icon lets you know if there are items waiting for you at the Postmaster.

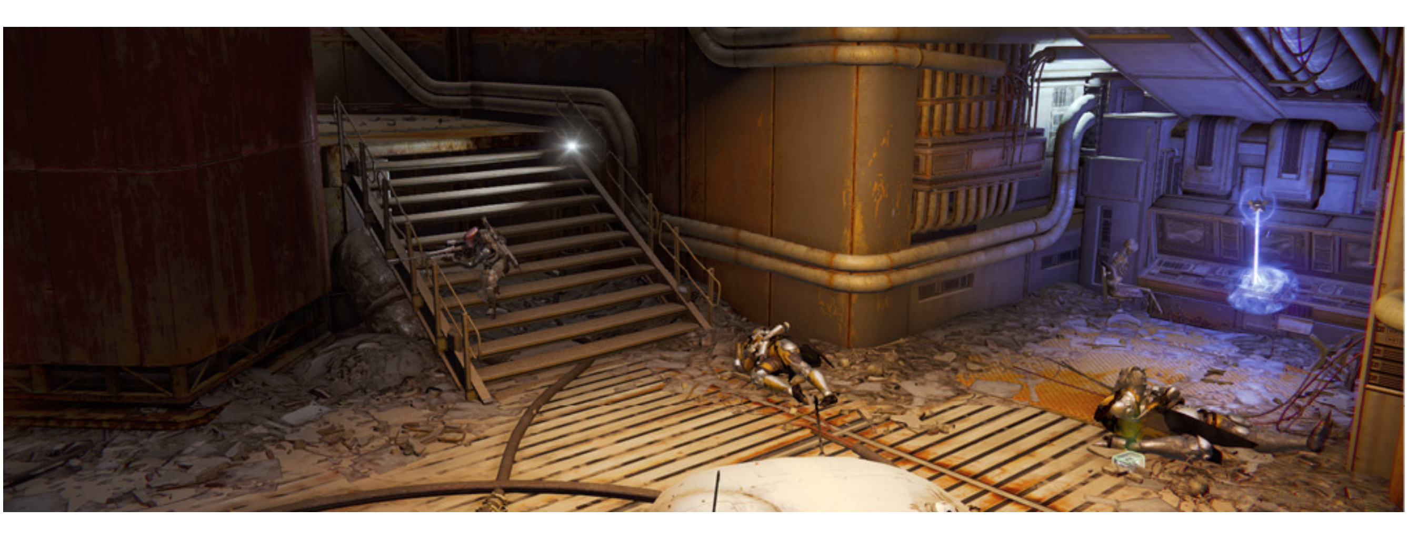
MISSION TYPES

Within the Director, you can select from a wide variety of gameplay modes: Story, Patrol, Strike, Raid, and PvP (Crucible).

Story Missions

Fireteam: 1-3

Cooperative

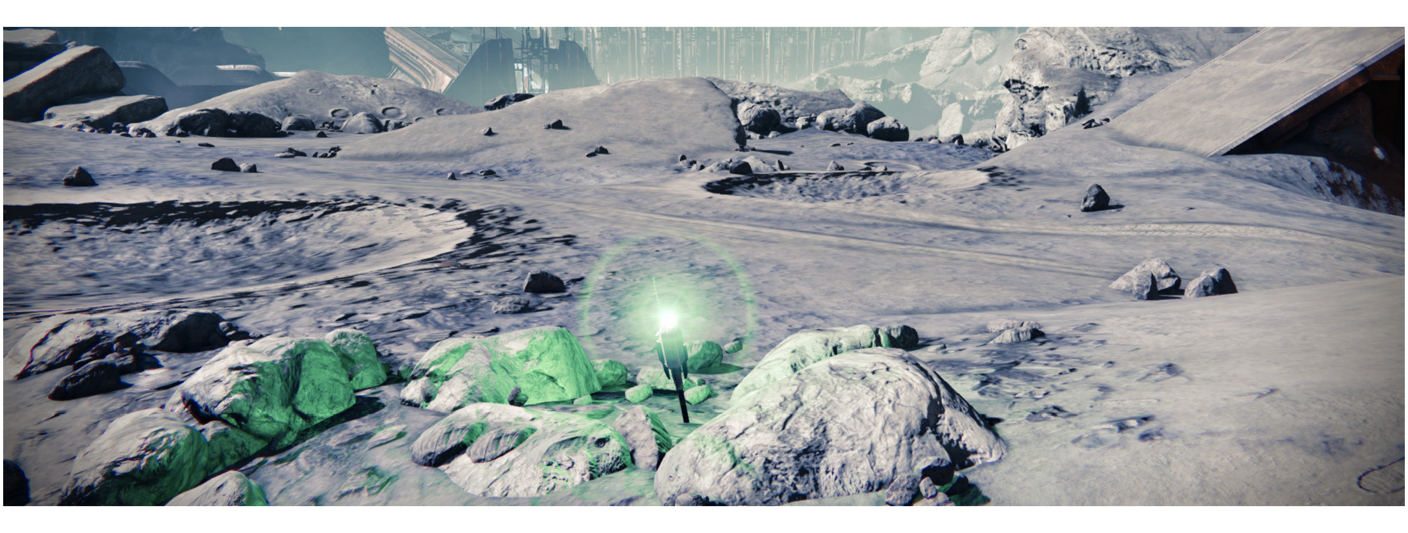


Story missions take place on Earth, the Moon, Venus, and Mars. Story and Patrol missions make up the single-player portion of Destiny, but they can be played with up to three players cooperatively. Major nodes must be played so you can understand the story and advance the fastest. Minor nodes are voluntary missions.

Patrol Missions

Fireteam: 1-3

Cooperative



Access one of the many Guardian Beacons on a planet's surface to acquire a mission from the Tower. You can acquire Patrol missions by locating beacons that friendly Guardians placed on the surface of each planet. Use your Ghost's Navigation overlay to locate nearby Patrol Beacons.

Several Public Events also occur on each planet. If you see one pop up while you're exploring a public area, simply join in to participate. Help your fellow Guardians with the objective, and earn a Bronze, Silver, or Gold Tier based on how well the group does.

Be sure to grab a reward from the Vanguard for completing your first Gold Tier Public Event each day. You can collect this from the Postmaster up at the Tower.

Strike Missions

Fireteam: 1-3

Cooperative

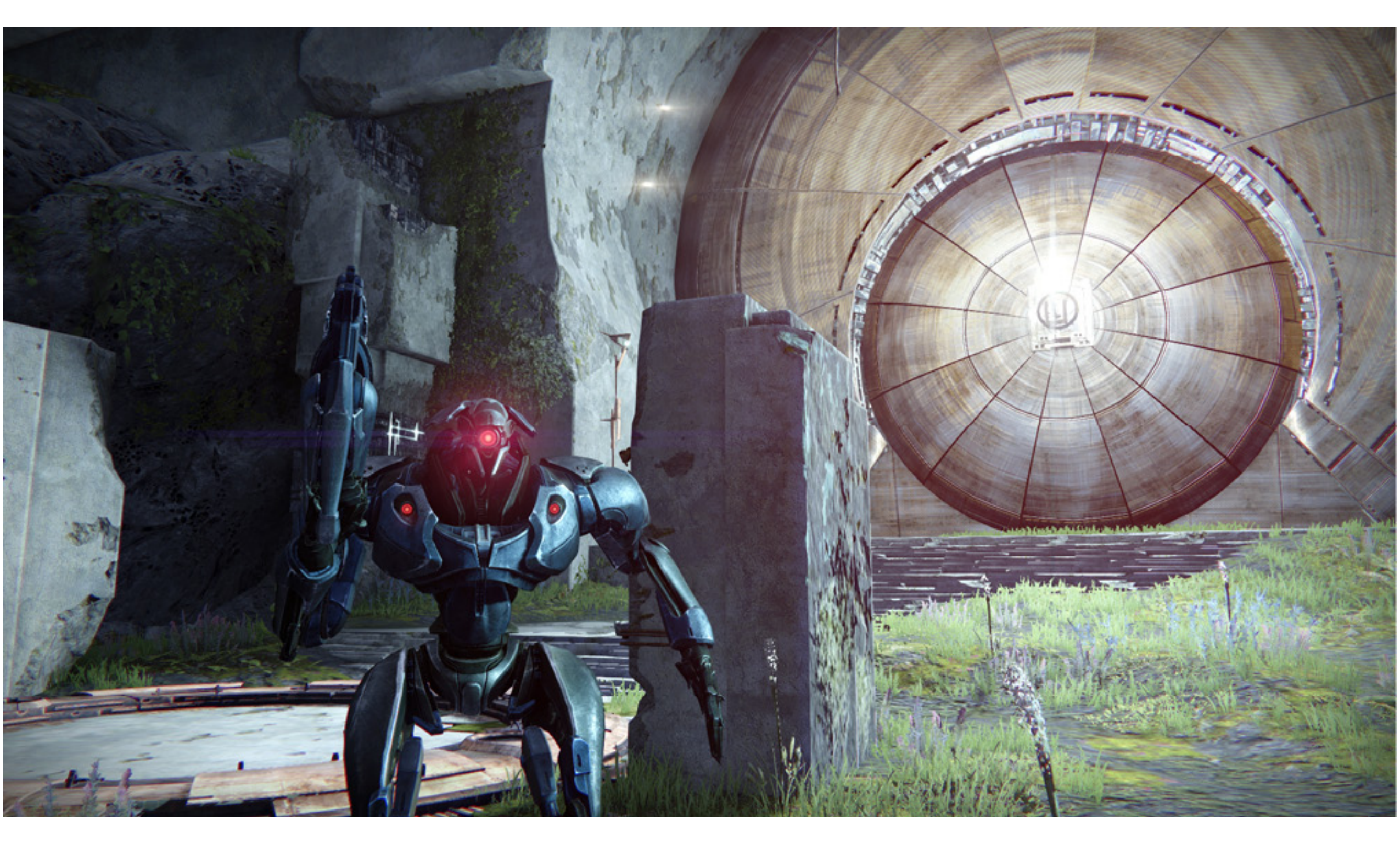
Strikes are challenging PvE missions, and you can select them in a few ways. Each planet has Strikes that can be accessed, and there is a special category of Vanguard Strikes visible on the main Director screen that lets you tackle a random Strike at a fixed level: 18, 20, 22, or 24.

You may also have access to a special Strike that has additional difficulty settings enabled and distributes bonus rewards if completed. This shows up on the Director beside other daily missions.

Raid Missions

Fireteam: 6

Cooperative



Raids are the toughest PvE content in the game, and they require a full Fireteam of six players to tackle. Raid content is timed in the sense that your progress resets weekly, so you have a full week to complete and earn the rewards from a Raid.

Raids contain checkpoints that store your progress after each major encounter. You can use checkpoints to tackle a difficult Raid over the course of several play sessions. Bring your best buddies for Raids, since you must be coordinated in order to complete them!

The Crucible

Fireteam: 1-3 or 1-6

Competitive

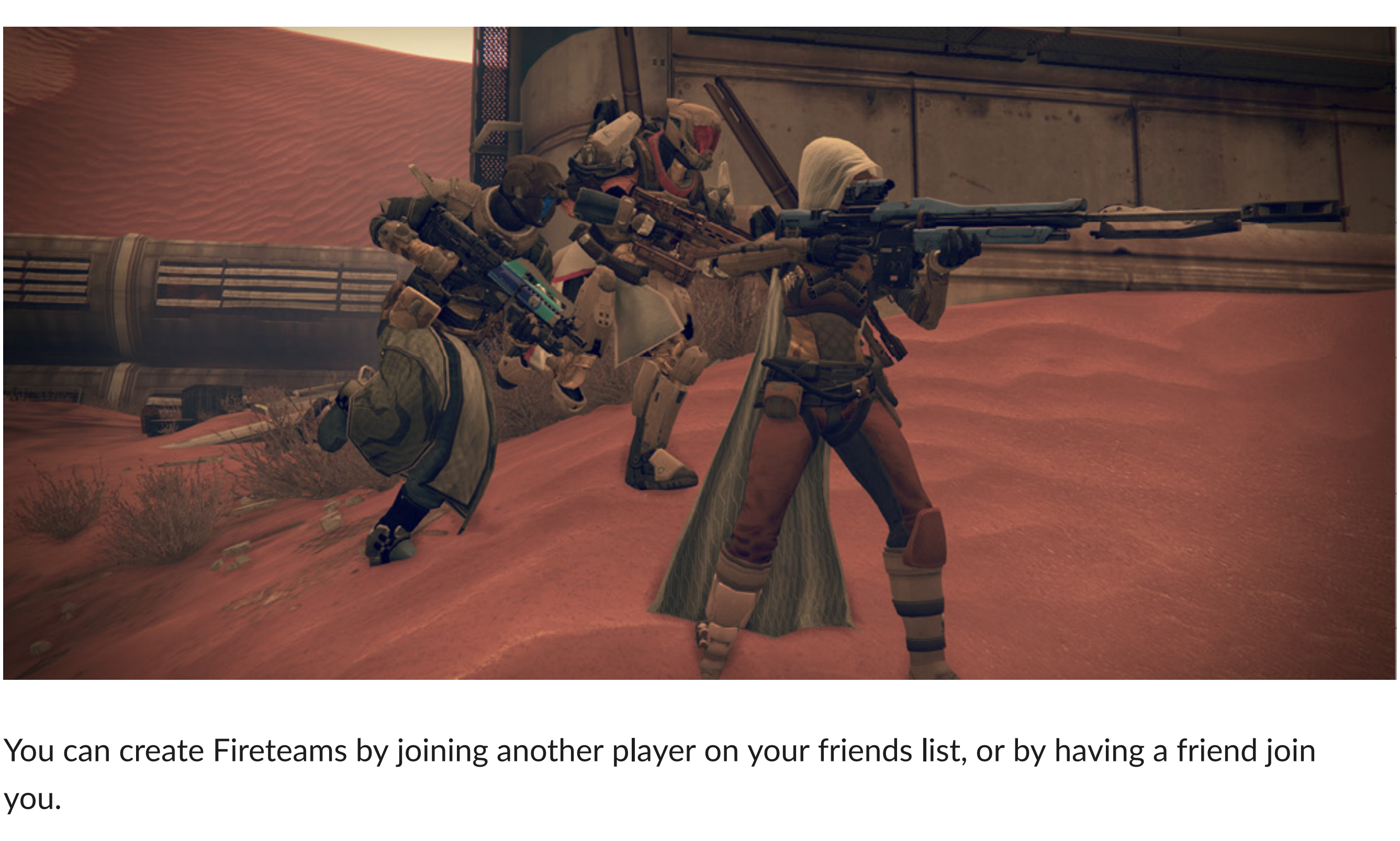
The Crucible is a single entry in the Director that leads to a set of playlists for competitive PvP. You may also occasionally encounter special time-limited PvP events, such as the Iron Banner PvP sessions. There are multiple PvP modes; see the Crucible chapter for more details on each.

PUBLIC VS. PRIVATE ZONES

While exploring planets, you may pass between areas that are public or private.

Public areas are almost all planetary surface areas, though a few are set within interiors. In a public area, you can encounter other friendly Guardians roaming the world. Private areas are typically interior areas that are used for various Story and Strike missions. Within these, only players in your Fireteam are present, and you won't encounter other Guardians.

FIRETEAMS



You can create Fireteams by joining another player on your friends list, or by having a friend join you.

Fireteams are normally limited to three players in most mission types, but Raids and PvP both allow you to enter with up to six players.

You can invite new players to your friends list directly in-game. To do so, target another player, and bring up the Options menu to send a friend request. The Fireteam leader decides which missions to launch, as well as their difficulty.

TRAVEL

While on the surface of a planet, you can travel anywhere you want during any mission. However, some areas are inaccessible if you are not on the specific Story mission, Strike, or Raid that involves them.

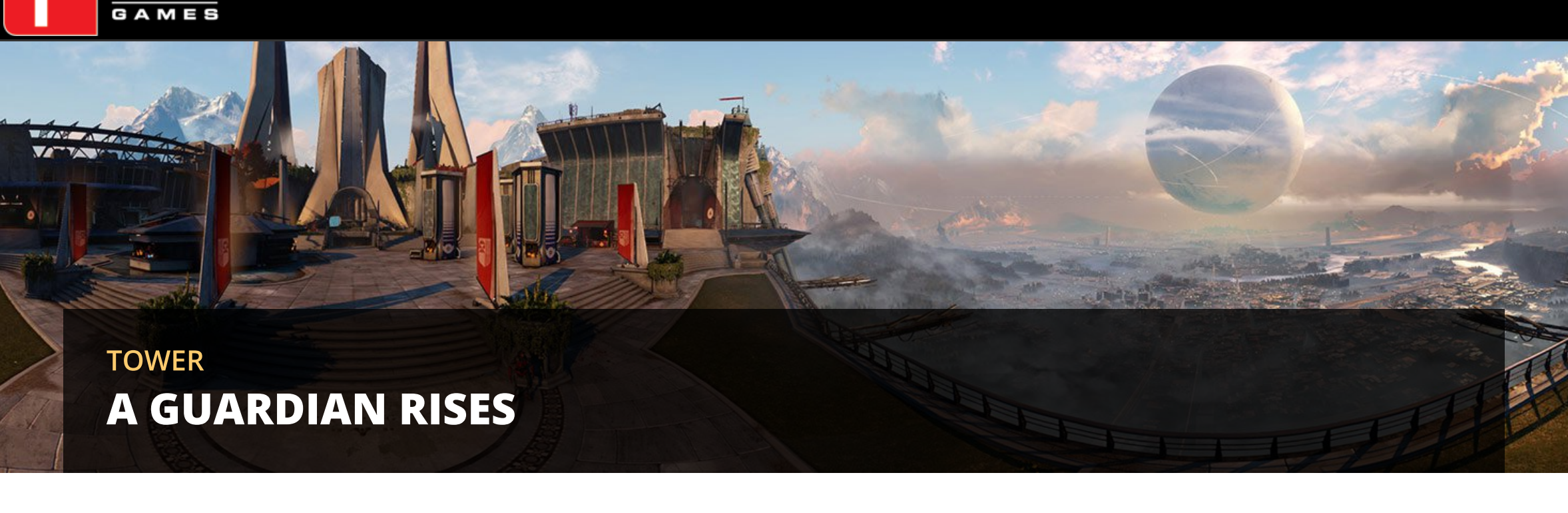
Story, Raid, and Patrol missions all start you at different places on the surface of the planet. If you want to meet up with friends, it's easiest to join their Fireteam while they are on the surface of the planet, or join a Fireteam in orbit and launch a mission together. Use your Sparrow to travel quickly across the surface of the planets!

TOWER

ABOUT THE TOWER

The Tower is the only home many Guardians everknow.

To the people of the City, it stands as a promise that we can endure. The merchants and citizens who fill its plazas and halls are as dedicated to the reclamation of our worlds as the Guardians who venture into the Darknessbeyond.



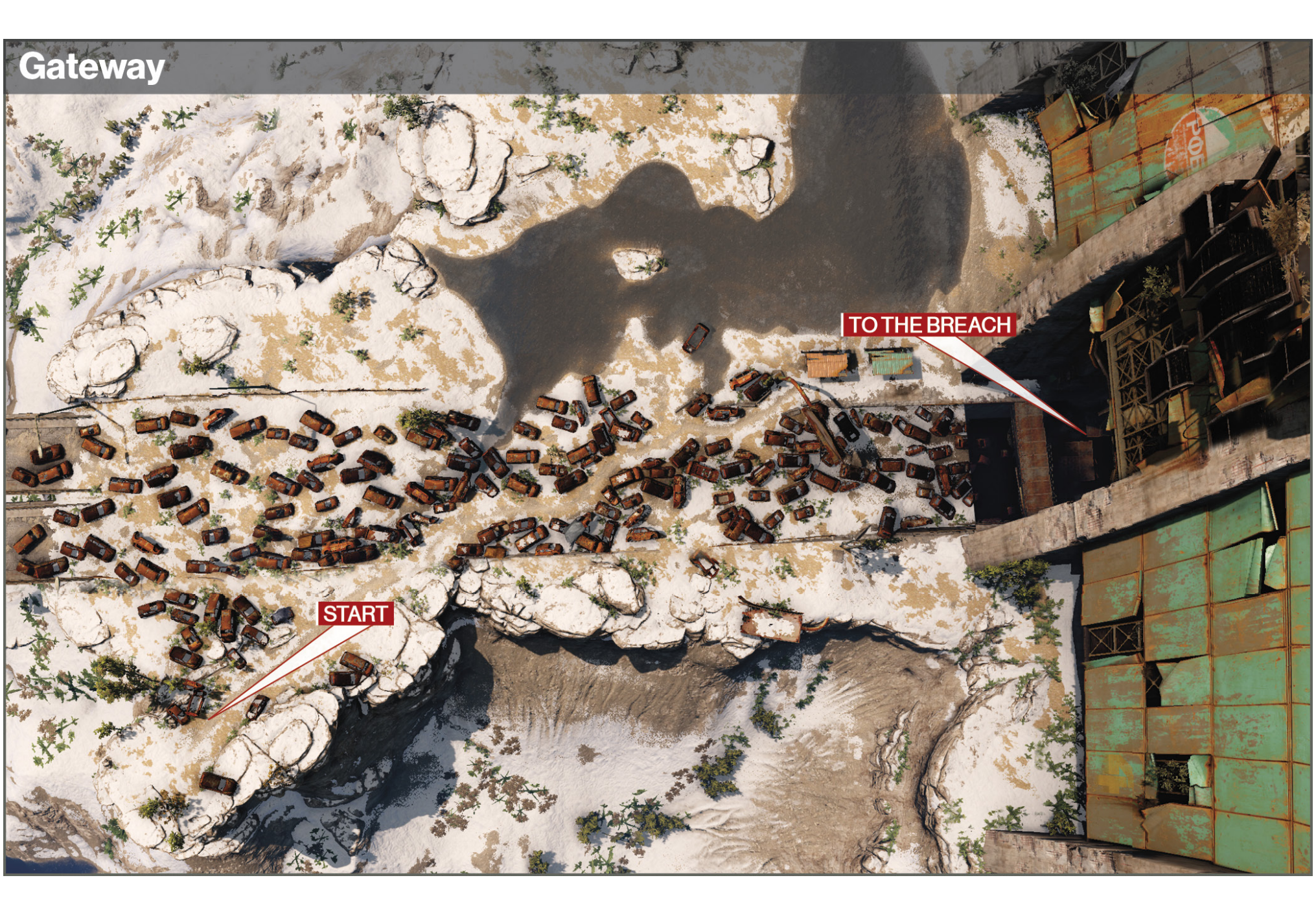
A GUARDIAN RISES

Level 1 Story / Cosmodrome, Old Russia, Earth

Enemy Race: Fallen

Rewards: XP Bonus

Mission Unlocked: Restoration



Objective: Enter the Wall

The adventure begins at the Cosmodrome in Old Russia, as a Ghost wakes a Guardian—You. This Ghost is your companion for the duration of this journey. You have been gone for a long time, so it is up to the Ghost to guide you—providing light wherever necessary. Follow the path of wreckage into the wall ahead, clicking the Left Stick to sprint. As you move into the darkness, your Ghost lights the way.

Objective: Find a Weapon

Location: The Breach

Stick to the walkway until you can see Fallen in the distance.

Objective: Grab the Rifle

Follow the Ghost around the corner to find your first weapon, a low level auto rifle. This is placed in your Primary Weapon slot. Fallen swarm the areas ahead, so proceed with a little more caution.

Objective: Fight through the Wall

The Level-1 Fallen Dregs are relatively easy kills, but it's still important to keep moving and kill them quickly. Follow the objective markers around the next corners, as Fallen Dregs drop into your path. Use your new rifle to mow them down. Press the Melee button to perform a melee attack on enemies that get too close. One drops nearly on top of you, creating a great opportunity to use this move.

Melee Attack

You can take down these Dregs relatively easily with a quick melee attack. Press the Melee button when you're next to an enemy to perform a class-specific, close combat move. Keep this in mind throughout your adventures. As you level up your Guardian, the melee attack remains very effective against many foes.

The destroyed wall ahead offers little cover as you dispose of the Fallen in the next room. A Level-1 Fallen Vandal joins the fight. He is a bit tougher to take down, but a few rounds from your weapon will eliminate the creature.

Reloading and Dropped Ammo

Press the Reload button to keep your weapon loaded any time you get an opportunity. Get into the habit of reloading, and once you have Special and Heavy Weapons, keep them topped off, too. Enemies often drop ammo when they die. These ammo packs come in three colors: white fills your Primary Weapon, Green is Special ammo, and Purple reloads your Heavy Weapon. Keep an eye out for these lying around, and don't worry about hogging them, as each player has his or her own private loot stream.

A chest sits on the right side of the path ahead, just across the bridge. Collect the loot inside. Chests always give you Glimmer and, in some cases, include a piece of equipment. This time, you get your first Special Weapon. The type of weapon you get can fundamentally change the way you fight. The Hunter's sniper rifle enables you to fight from far away, while the Warlock's shotgun allows powerful close-combat tactics.

Weapon Types for the Classes

The different types of weapons in Destiny are not specific to one class or another. Hunters, Titans, and Warlocks can use any armament they desire. You should base the types of guns you equip on your play style, your role in a group, how your specialization and equipment are set up, and the mission objective.

Trip mines crisscross the corridor around the next corner. Crouch and move underneath them as more Dregs pop in ahead. This is a good time to try out your new Special Weapon. Avoid more trip mines as you weave around the columns, eliminating the remaining Fallen.

Crouch

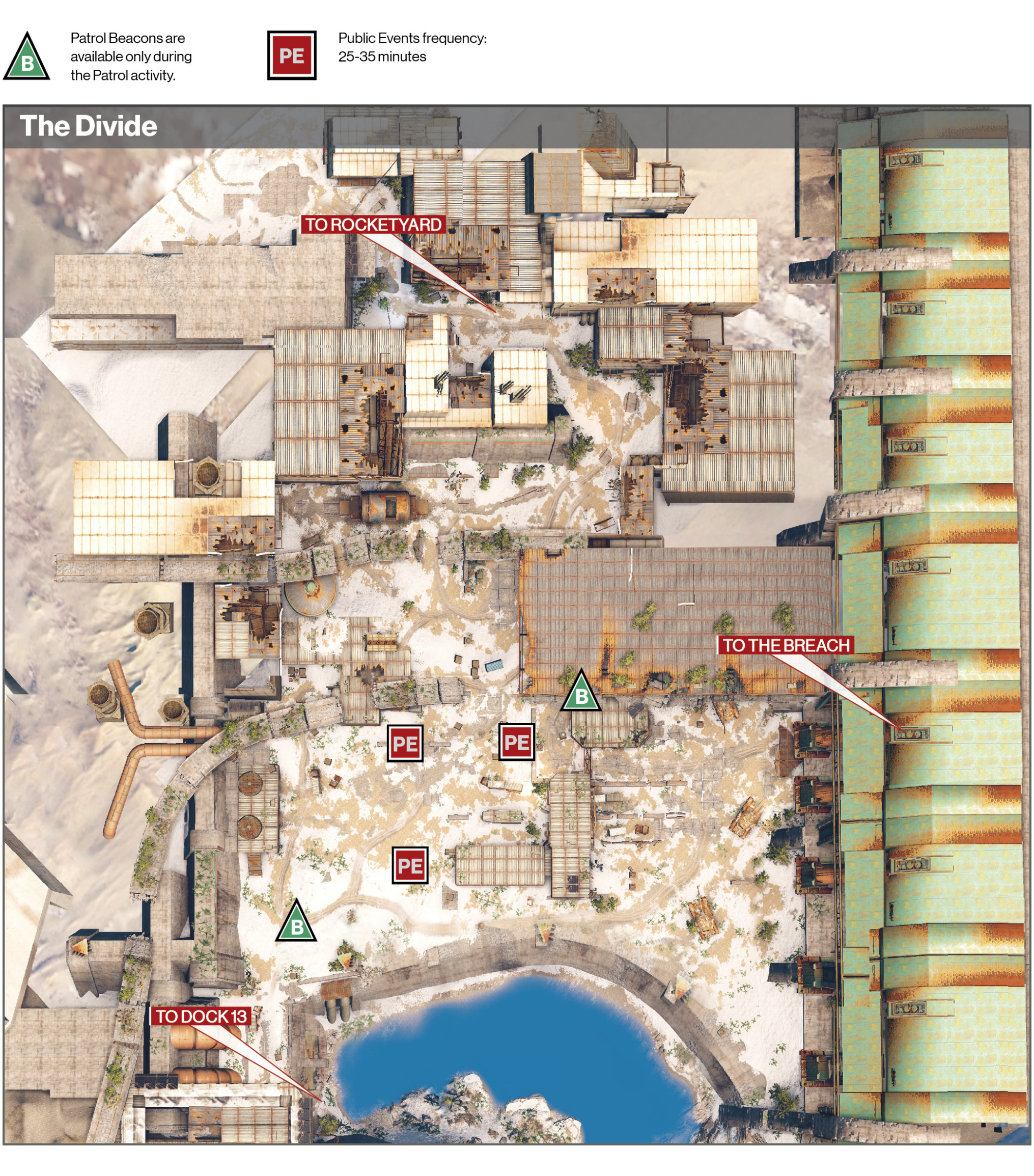
The Crouch button puts your character into a lower stance, allowing you to duck under the trip mines in this corridor. This position is also good for ducking behind low cover. Press the button while running to perform a slide maneuver.

Approach the big, open room ahead cautiously, as several Vandals and Dregs drop into the arena. You don't need to conserve your ammo too much, but you can take out each one with a melee attack or two, depending on your class. Dodge from side to side to avoid their slow projectiles as you take down each one. Once the room is clear, exit through the door on the right.

Incoming

Many of your foes have a grenade ability, so be aware of incoming explosives. A grenade icon appears onscreen when one is thrown in your vicinity. Quickly move out of the area to avoid taking damage.

Following the hallway through another door leads back to the outdoors in The Divide. As you step outside, drop ships enter from the left, dropping Fallen from three Fallen Ships.


B
Patrol Beacons are available only during the Patrol activity.
PE
Public Events frequency: 25-35 minutes
The Divide
TO ROCKETYARD
TO THE BREACH
B
PE
PE
PE
B
TO DOCK 13

Objective: Fight through the Fallen

Location: The Divide

The Fallen wait on the other side of the structure ahead, which is accessible around the left or right sides. Pick off as many as you can from a distance, using cover to avoid their attacks. You can use a few small interiors to recoup health if things get overwhelming. More Fallen, including Shanks, join the fight as you make your way to the far-left corner. These enemies continually drop in as you clear them out, so it's possible to do some grinding to increase your level. Fight your way into the next building.

Using the Tracker

Use the radar in the HUD's upper-left corner to note ally and enemy locations. Blue circles represent another Guardian or friendly NPCs. Green notes a friendly player who is a member of your Fireteam, and red shows a nearby enemy. A chevron on top of one of these icons signifies that the player is located above or below your position.

A section of the radar lights up red when a foe is present in the corresponding direction, so glance over whenever you get a chance. When the player has an active mission, the direction of your current objective is shown with an arrow around the outside of the radar. Use this to find your way through the expansive worlds. When the arrow is directly above, you're headed in the correct direction.

First Upgrade

The experience you've gained up to this point should get you to Level 2, allowing you to activate your first ability. Access your Character screen, and select the first upgrade in the subclass, which gives you a grenade ability.

Objective: Find the Ship

Location: Dock 13

Move through the Dock 13 hallways, following the objective markers that pop up along the way. Fallen Dregs and a Vandal occupy a room ahead. Reduce the numbers inside by practicing your new grenade ability. Finish them off as you move through the control rooms of Dock 13.

Objective: Clear Out the Fallen

In the final room, a ship rests in the corner, and Fallen are attempting to pick the thing clean. Dregs, Vandals, and Shanks join Rahn, a Devil Captain. Captains have an Arc Shield, so a weapon with Arc damage eliminates his shield more quickly—however, one hit with the sniper rifle also destroys it. Duck into the previous rooms whenever necessary as you deal with the Fallen threat. Once the area is clear, your Ghost gets the ship working.

Mission Summary

After you complete the final objective, summary screens tally up your accomplishments from the mission. Experience, Glimmer, and items you gain from the mission appear on the Mission Summary screen. The Activity Rewards screen shows each player's stats, along with the Rewards they acquire from the mission. The Accomplishments screen provides information about the progress you make toward Upgrades and Bounties.

Objective: The Vanguard

Location: The Tower, Last City

After the tutorial mission, you are taken to the Tower. Your first destination is the Tower Vanguard. Proceed straight ahead, down the stairs, and into the back room. A mentor for each Class is located around the table. Approach the elite Guardian with the green icon. This signifies that your current objective requires interaction with him or her. Get acquainted with this location, since you have to return to this person often to get your reward. Collect your welcoming gift by selecting the equipment, which completes the objective and earns you experience and Glimmer.

Objective: Equip New Armor

Access your Character screen, highlight your new armor, and select it to equip the new piece. This rewards you with more experience.

Objective: The Gunsmith

Return back out to the Tower Plaza and find the Gunsmith in the plaza's southeast corner. He gives you a choice of four Primary Weapons.

Objective: Equip New Weapon

Again, access your Character screen, highlight the new weapon and select it to equip it.

Objective: The Shipwright

The Shipwright is located in the Tower Hangar on the south side. Take the stairs in the plaza's southwest corner. Follow the path to the hangar and find the Shipwright up the left steps. Talk to her to receive the Arcadia Class Jumpship.

Objective: Quit to Orbit

Quit out to Orbit to reach the Director. Here you can travel to the different planets, select Crucible, or other special missions. For now, you can only go to Earth and start from the first mission, Restoration, located in The Divide.

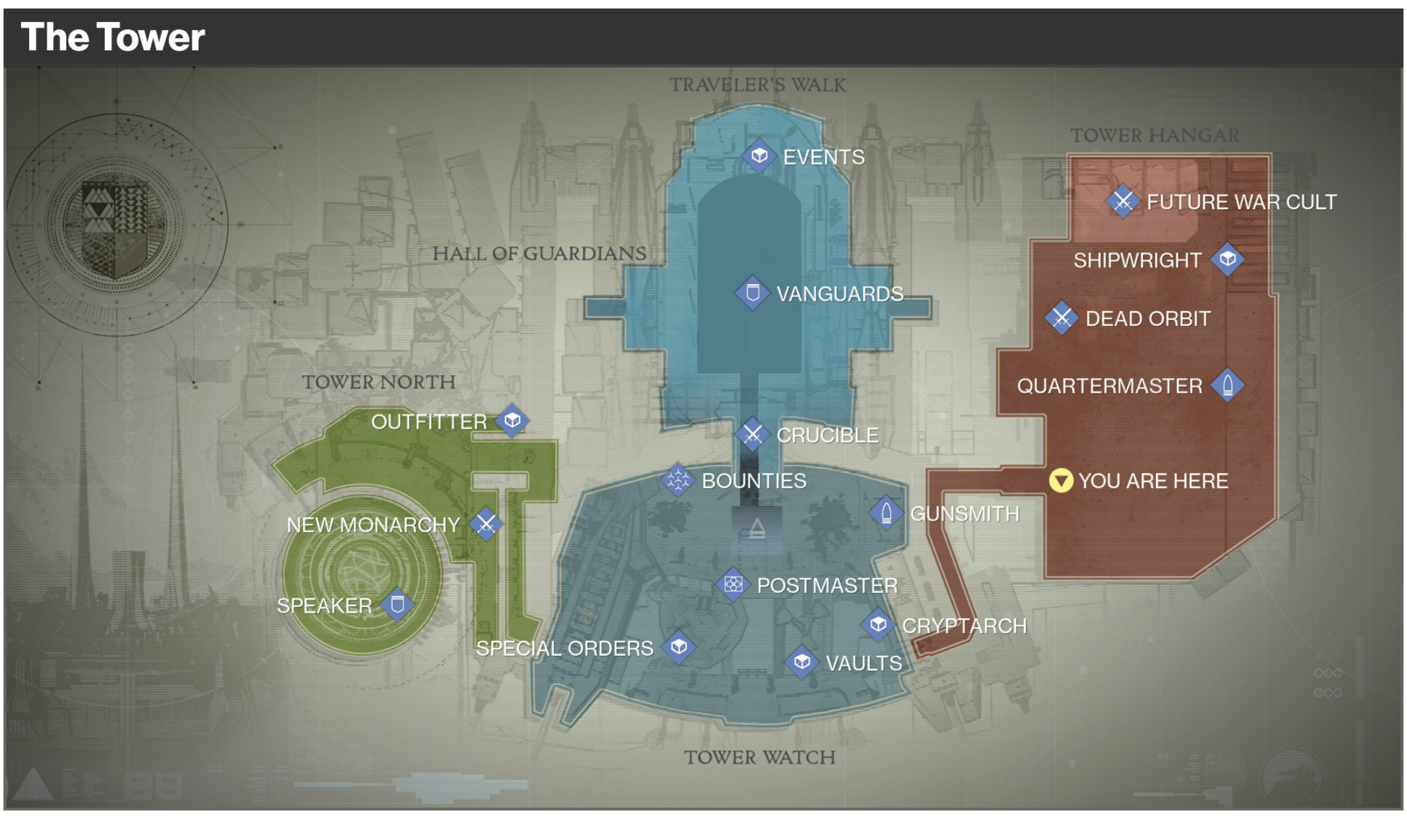
The Director: How to Traverse the Solar System

When your Guardian returns to Orbit, the Director screen appears. From here, you select your next destination, whether it's back to the Tower or one of the planets. Choosing a planet brings up a map of the corresponding location with the available missions.

TOWER

OVERVIEW

The Tower


TRAVELER'S WALK
TOWER HANGAR
EVENTS
FUTURE WAR CULT
HALL OF GUARDIANS
SHIPWRIGHT
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QUARTERMASTER
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YOU ARE HERE
NEW MONARCHY
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TOWER WATCH

The Tower is a third-person social hub for the Guardians of Destiny. Show off your gear, purchase new equipment and items, or team up with other players to take on the enemy combatants together. Much is offered here, so spend your hard-won earnings carefully. Earn Reputation with the Vanguard, Crucible, Cryptarch, and Factions to unlock better gear for purchase. Stock at the shops is replenished frequently, so be sure to check in often.

Glimmer: Glimmer is the main currency in the Last City. You earn it by completing objectives, selling goods, and you can find it around the solar system. It is shared between all your characters.

Vanguard Marks: Awarded by high-level Strikes, Daily and Weekly Heroic activities, and exchanging materials with Vanguard Quartermaster. Level 18 is required and there is a maximum of 100 per week. Vanguard Marks can buy stronger gear.

Vanguard Reputation: Awarded by completing Vanguard Bounties. Unlocks more powerful gear for purchase.

Crucible Marks: Awarded by high-level Crucible matches and exchanging materials with the Crucible Quartermaster. Level 18 is required and there is a maximum or 100 per week. Crucible Marks can buy stronger gear.

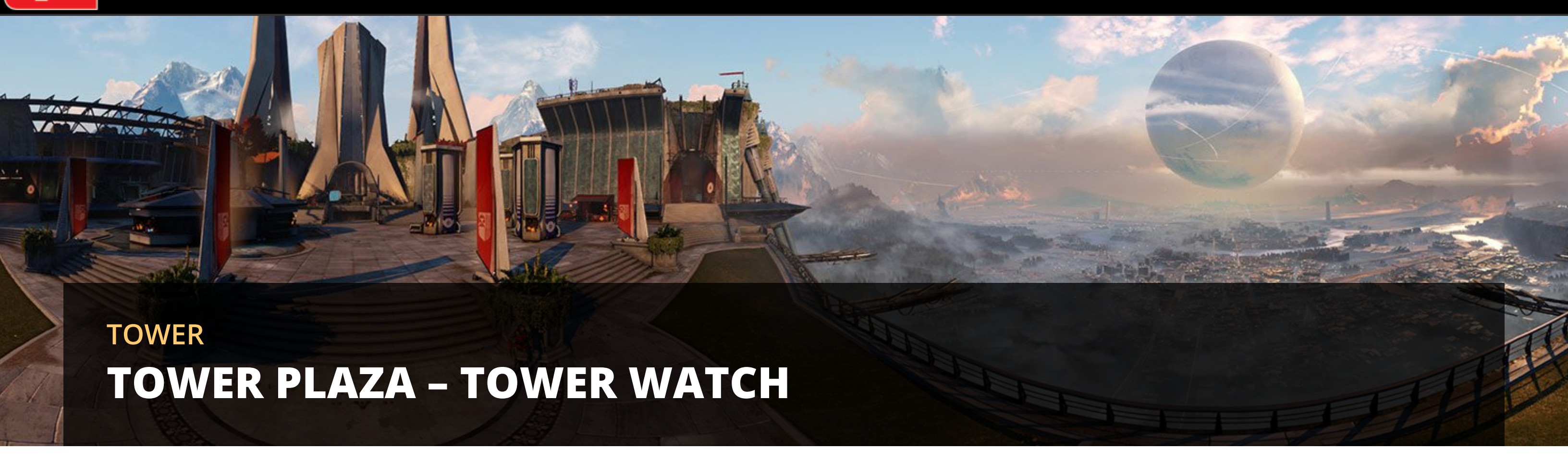
Crucible Reputation: Earned with Crucible Bounties. Improves Crucible rank, unlocking powerful gear.

Crypto-Archaeology Reputation: Awarded by decoding Engrams with the Cryptarch. Increasing your rank unlocks new Engrams for purchase.

Factions: Once you reach Level 20, purchase a cloak, mark, or bond from your Faction of choice. You can then purchase Emblems and Crucible gear with Crucible Marks. Faction choices include New Monarchy, Future War Cult, and Dead Orbit, and you can find them at Tower North and Tower Hangar.

Faction Reputation: Earned by completing Bounties with a cloak, mark, or bond equipped from a given Faction.

Mote of Light: Obtained by continuing to earn XP after Level 20.



TOWER

TOWER PLAZA – TOWER WATCH

The Tower Watch is situated in the center of the Tower and holds the basic amenities that you need for your adventures.

GUNSMITH

Accepted Currency: Glimmer

Reputation: N/A

There are few weapons that Banshee-44 has not seen, and fewer still that he cannot fix.

Goods

Weapons: A mix of level-appropriate guns in exchange for Glimmer.

Miscellaneous: Ammo Synthesis, Special Ammo Synthesis, Heavy Ammo Synthesis replenishes the corresponding weapon's ammunition. There is a five-minute cooldown after using one, so use these items wisely.

CRYPTARCH

Accepted Currency: Glimmer

Reputation: Cryptarch

Crypto-archeologists decode the past and our enemies, seeking new discoveries in matter Engrams and Artifacts returned by Guardians.

Goods

Acquire Engrams: Purchase Engrams with Glimmer and raise your Reputation with the Cryptarch. Raise your rank to purchase better Engrams. The Cryptarch rewards Guardians for interesting finds. Return Artifacts that you find through missions in exchange for Glimmer.

BOUNTY TRACKER

When a Guardian's prowess in the field is required, Bounties are posted here.

Once you reach Level 4, the Bounty Tracker offers a selection of Vanguard and Crucible Bounties. Gain Crucible and Vanguard Reputation as well as experience by taking on these extra missions. Choose wisely, as you are limited to five Bounties at a time. Access them inside your Inventory, where you can abandon them at any time to make room for more. Note that additional Bounties are available once you reach Level 12. You can find a list of Bounties at the end of this chapter.

POSTMASTER

Deliveries and messages are left with the Postmaster to be collected by Guardians when their travels bring them home.

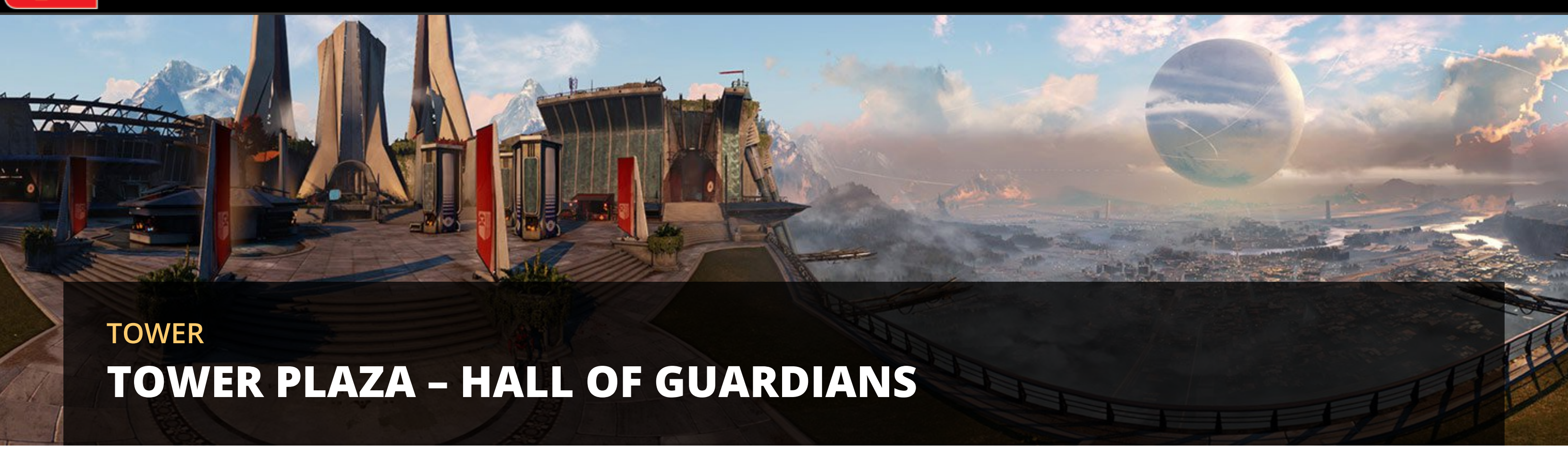
This is where you collect rewards, messages, and sometimes new Bounties.

SPECIAL ORDERS

Tess is a broker of special goods delivered to the Tower from the City, and beyond. These special deliveries can occasionally be found here.

VAULTS

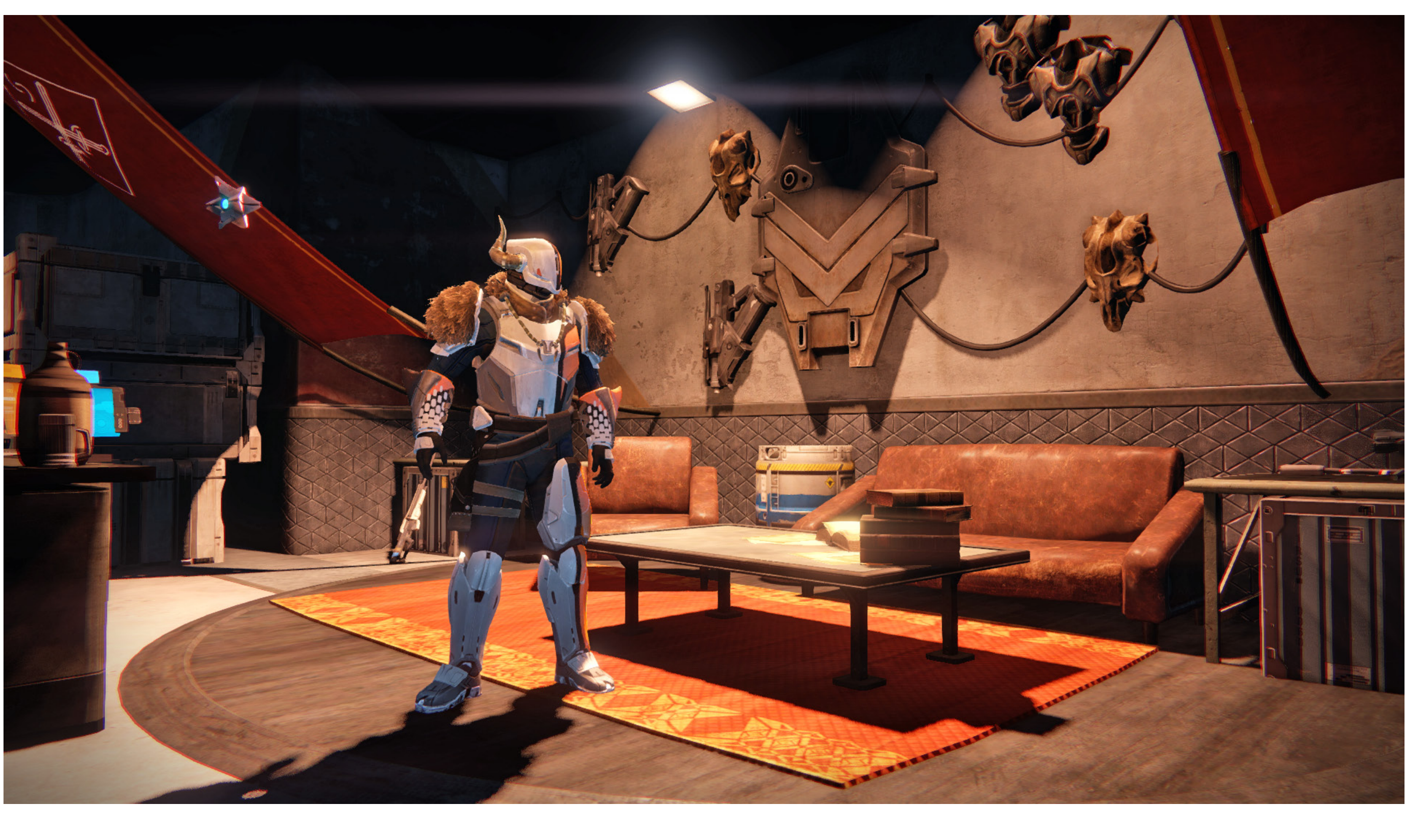
The Vaults provide safe storage for armor, weapons, and general items. These are accessible to all of your characters. Give your new Guardian a leg up by transferring a sweet piece of equipment or item to his or her inventory.



TOWER

TOWER PLAZA – HALL OF GUARDIANS

Inside the lower level's corridor, high-level Crucible gear becomes available as you increase your rank within the Crucible. Farther back, the three class Vanguards wait for Guardians to check in.Crucible Handler



CRUCIBLE HANDLER

Accepted Currency: Crucible Marks

Reputation: The Crucible

A veteran of the Crucible, Lord Shaxx both arms and oversees those who seek to forge themselves within it.

Goods

Crucible Armor: Legendary armor in exchange for Crucible Marks. Raise your Crucible rank to purchase better gear.

Crucible Invitation: Invitations to special Crucible events are offered here.

CRUCIBLE QUARTERMASTER

Accepted Currency: Crucible Marks

Reputation: The Crucible

The Crucible is a demanding place, and Arcite 99-40 assists Shaxx in arming Guardians to withstand it.

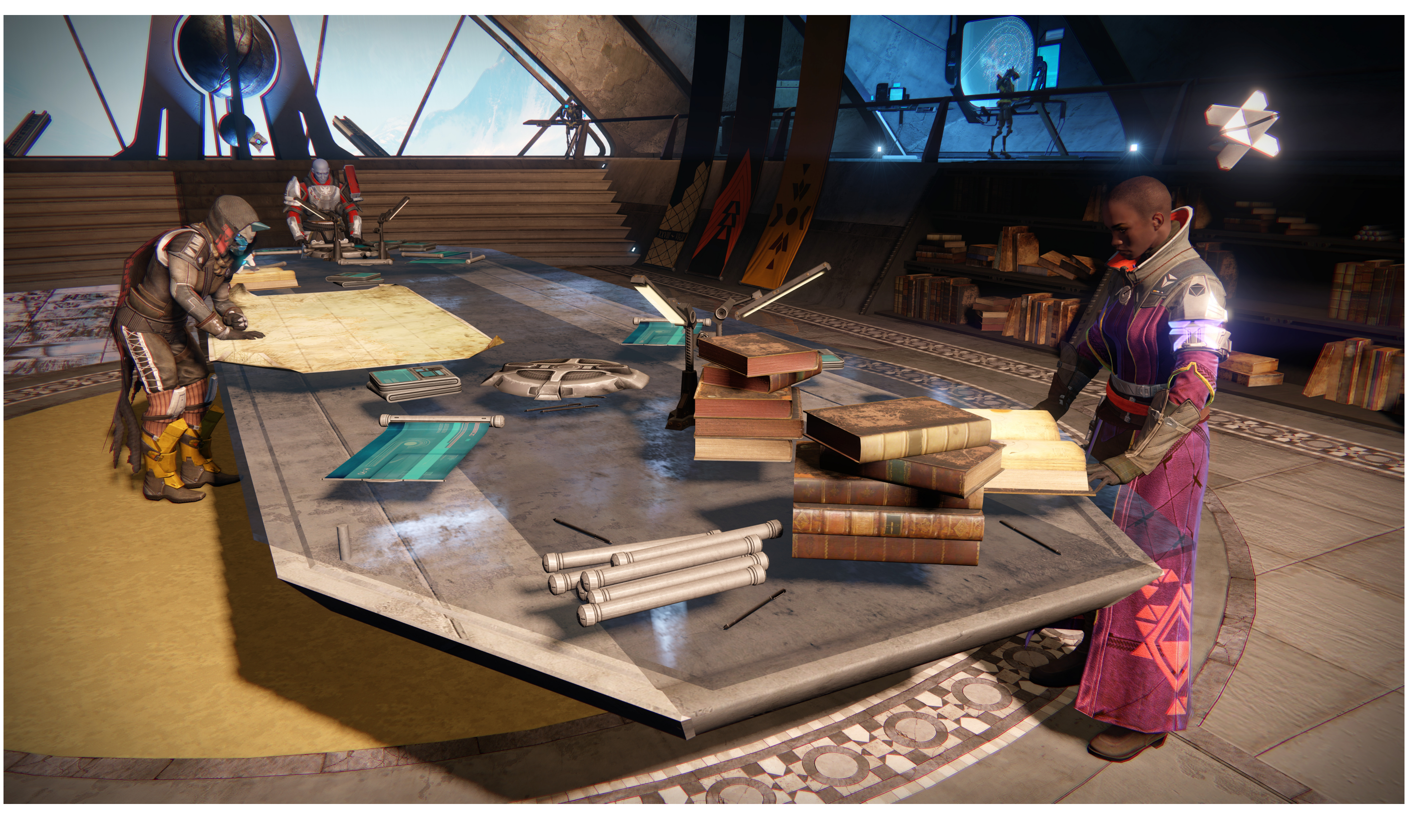
Goods

Crucible Weapons: Legendary weapons in exchange for Crucible Marks. Raise your Crucible rank to purchase better weapons.

Vehicles: Rare Sparrows with increased durability and speed, once you reach a Crucible rank of 3.

Material Exchange: Exchange Spinmetal, Helium Filaments, Spirit Bloom, or Relic Iron for valuable Crucible Marks and Reputation.

HUNTER VANGUARD



Accepted Currency: Glimmer, Vanguard Marks

Reputation: Vanguard

Saddled with Tower duty, Cayde-6 dutifully advises and arms Hunters who seek him out.

Goods

Hunter Armor: Exchange Glimmer for lower-level armor geared toward the Hunter class.

Vanguard Armor: Raise your Vanguard rank for Legendary armor. Requires Vanguard Marks to purchase.

Emblems: Purchase an Emblem specific to the Hunter class.

TITAN VANGUARD

Accepted Currency: Glimmer, Vanguard Marks

Reputation: Vanguard

A veteran Titan who coordinates the City's defenses, Zavala helps to outfit and mentor other Titans.

Goods

Titan Armor: Exchange Glimmer for lower-level armor geared toward the Titan class.

Vanguard Armor: Raise your Vanguard rank for Legendary armor. Requires Vanguard Marks to purchase.

Emblems: Purchase an Emblem specific to the Titan class.

WARLOCK VANGUARD

Accepted Currency: Glimmer, Vanguard Marks

Reputation: Vanguard

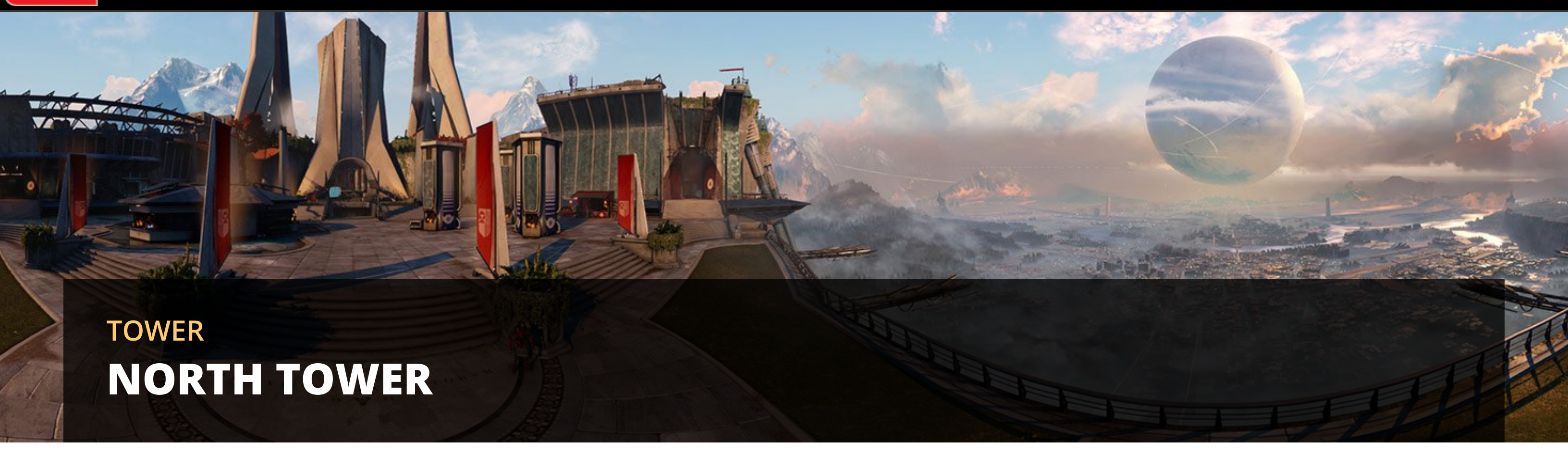
Respected among all Orders, Ikora Rey tutors new Warlocks with a lifetime of hard-earned knowledge.

Goods

Warlock Armor: Exchange Glimmer for lower-level armor geared toward the Warlock class.

Vanguard Armor: Raise your Vanguard rank for Legendary armor. Requires Vanguard Marks to purchase.

Emblems: Purchase an Emblem specific to the Warlock Class.



TOWER

NORTH TOWER

Follow the left corridor to reach the North Tower, where the Speaker's desk sits at the top of a staircase. This area also offers extremely rare items for sale if you visit on the right day.

THE SPEAKER

Accepted Currency: Motes of Light

Reputation: N/A

An ancient scholar of the Traveler, the Speaker keeps special items for Guardians who explore the Light's mysteries.

Goods

Exotic Armor: Legendary Titan Marks, Hunter Cloaks, and Warlock Bonds are offered to those who have reached Level 20 and beyond.

Emblems: Exchange your precious Motes of Light for a unique Emblem.

NEW MONARCHY

Accepted Currency: Crucible Marks

Reputation: New Monarchy

The New Monarchy gathers adherents in the Tower, and arms them well for the Crucible.

Goods

Emblems: Purchase New Monarchy Emblems to show off your allegiance. These require a New Monarchy rank to purchase.

Crucible Gear: You can buy Legendary armor and weapons with your Crucible Marks. In exchange for a big chunk of Glimmer, grab a New Monarchy cloak, mark, or bond that allows you to earn New Monarchy Reputation for completing Bounties.

GUARDIAN OUTFITTER

Accepted Currency: Glimmer

Reputation: N/A

An artist with micromaterial programs, Eva provides Guardians ways to customize their appearance.

Goods

Emblems: Choose from a wide selection of Emblems to further customize your look.

Shaders: Once you attain Level 20, Shaders can be applied to your armor to change the look without affecting the stats.

TOWER

TOWER HANGAR

Visit the Tower Hangar to purchase new Sparrows and jumpships from the Shipwright. Increasing your Vanguard, Dead Orbit, and Future War Cult rank gets you access to some high-level gear inside the hangar.

SHIPWRIGHT

Accepted Currency: Glimmer

Reputation: N/A

The shipwrights of the Tower repair and recommission the ships of the City's Guardians.

Goods

Vehicles: Purchase an improved Sparrow for higher speed and greater durability.

Ship Blueprints: Once you reach Level 5, exchange Glimmer for a new jumpship. Show it off to your Fireteam as you fly to each destination.

VANGUARD QUARTERMASTER

Accepted Currency: Vanguard Marks

Reputation: Vanguard

Roni 55-30 maintains a stock of select weapons for those proven among the Vanguard.

Goods

Vanguard Weapons: Exchange your Vanguard Marks for high-powered Legendary weapons and armor after your reach Level 20 and increase your Vanguard rank.

Vehicles: You can choose from a few rare Sparrows once you raise your Vanguard rank.

Material Exchange: Exchange Spinmetal, Helium Filaments, Spirit Bloom, or Relic Iron for Vanguard Reputation and Vanguard Marks.

DEAD ORBIT

Accepted Currency: Crucible Marks, Glimmer

Reputation: Dead Orbit

Dead Orbit grudgingly maintains a presence in the Tower only to arm and outfit their champions in the Crucible.

Goods

Emblems: Purchase a Dead Orbit Emblem to show off your allegiance. These require a Dead Orbit rank to purchase.

Crucible Weapons: Obtaining a Dead Orbit rank and saving up your Crucible Marks allows you to purchase powerful weapons.

Crucible Armor: You can also buy Legendary armor with your Crucible Marks. In exchange for a chunk of Glimmer, grab a Dead Orbit cloak, mark, or bond that allows you to earn Dead Orbit Reputation for completing Bounties.

FUTURE WAR CULT

Accepted Currency: Crucible Marks

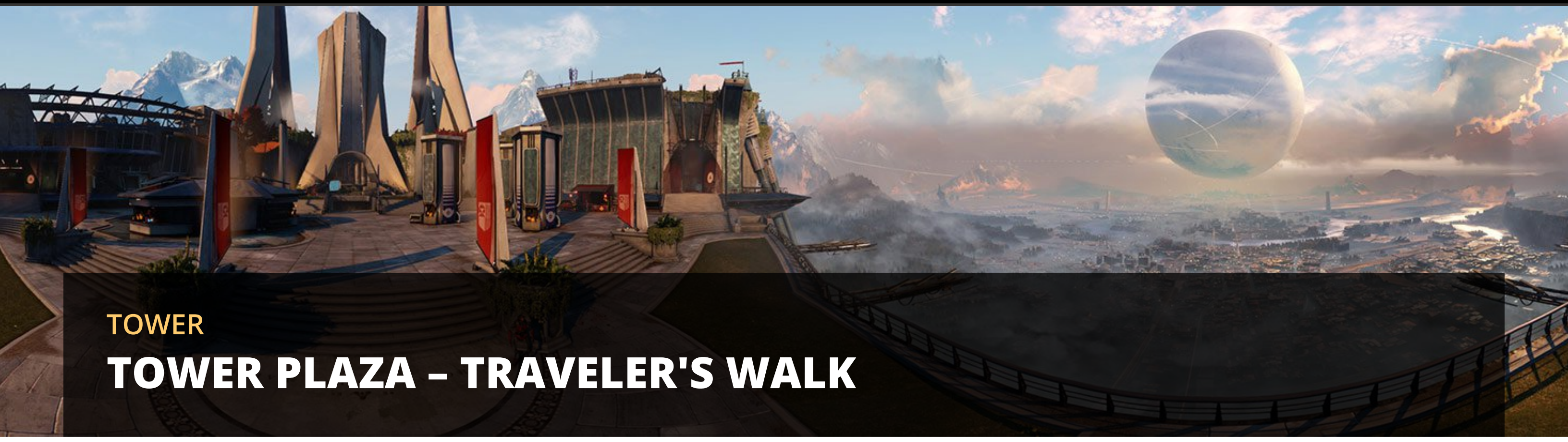
Reputation: Future War Cult

The War Cult has always been an open secret in the Tower, arming and advising those who represent them in the Crucible.

Goods

Emblems: Purchase a Future War Cult Emblem to show off your allegiance. These require a Future War Cult rank to purchase.

Crucible Weapons: High-powered Legendary weapons can be purchased with your Crucible Marks and a FWC rank.



TOWER

TOWER PLAZA – TRAVELER'S WALK

Destiny will feature special events such as Iron Banner and Nightfall Strikes that are available for a limited time. These events are paired with vendors that appear in the upper level of Tower Watch, offering special gear and items for related reputation and experience.

Bungie's Dead Ghost Hints

1: Tower Plaza - Tower Watch

HINT: Hey… Where do these stairs go?

2: Tower North

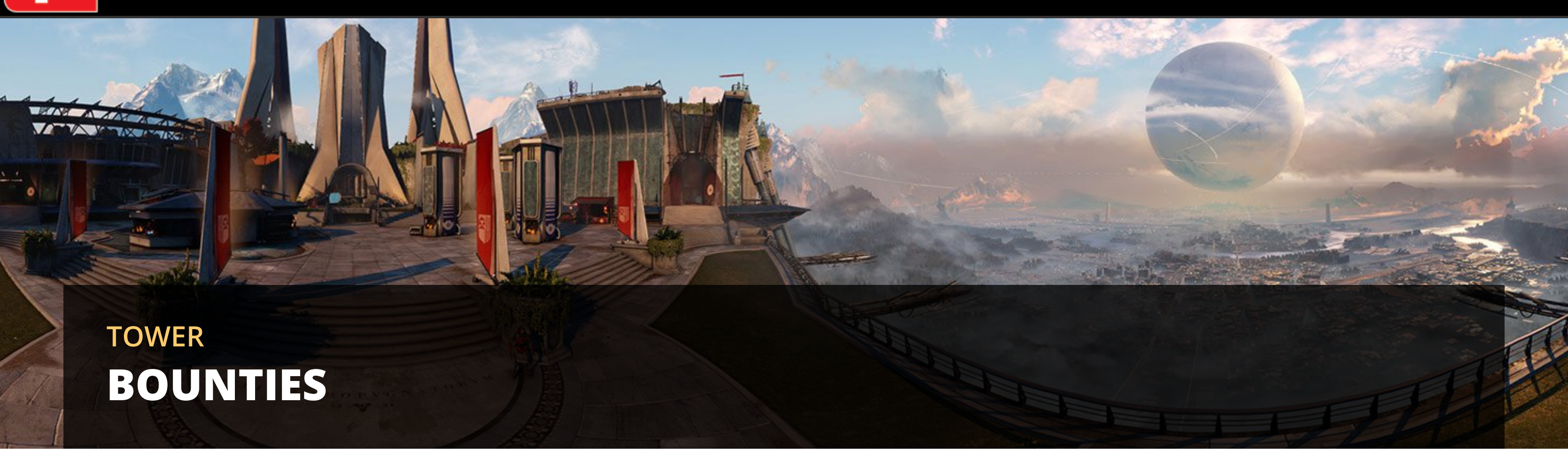
HINT: The Speaker knows many secrets.

3: Tower Plaza – Traveler's Walk

HINT: “I can see the frontier from here.”

4: Hall of Guardians

HINT: You passed it on your way in, don’t miss it on your way out.



TOWER

BOUNTIES

Check in with the Bounty Tracker to get Bounties that earn you Vanguard and Crucible Reputation when you complete them.

VANGUARD BOUNTIES

You can complete the following Bounties through the Story Missions, Strikes, and Patrol Missions. Once a Bounty is complete, return to the Bounty Tracker at the Tower to receive your reward.

Vanguard Bounties

Name	Objective	Description
Relic Harvest - Cosmodrome	Collect 200 Sensor Mites in Cosmodrome.	Collect Golden Age sensor mites from our enemies in the Cosmodrome. They're drawn to power, so stronger enemies will contain more.
Relic Harvest - Moon	Collect 200 Impact Shards on the Moon.	Our enemies on the Moon gather strange meteor shards. Claim them for the City. Powerful enemies serve as collection points; they'll have more.
Relic Harvest - Venus	Collect 200 Pumice Threads on Venus.	Our enemies seem to value the pumice thread found on Venus. Gather it from the enemy dead. Powerful foes likely carry more.
Relic Harvest - Mars	Collect 200 Olympus Tears on Mars.	A lost machine fills Mars' air with Olympus Tears. They attach to Vex and Cabal tech, particularly if it's powerful. Kill enemies and harvest their Tears.
Patrol Cosmodrome	Complete 6 Patrol missions in the Cosmodrome.	There are problems out in the wilderness that only a Guardian can solve.
Patrol the Moon	Complete 6 Patrol missions on the Moon.	There are problems out in the wilderness that only a Guardian can solve.
Patrol Venus	Complete 6 Patrol missions on Venus.	There are problems out in the wilderness that only a Guardian can solve.
Patrol Mars	Complete 6 Patrol missions on Mars.	There are problems out in the wilderness that only a Guardian can solve.
One for All	Achieve Gold Tier rating in Public Events.	The only path to victory is cooperation. Show that you can work with other Guardians to achieve goals and eliminate threats.
Unstoppable	Earn 9000 Experience without dying.	It is not enough to simply fight. Guardians must survive. Show the Vanguard you have what it takes to maintain your resolve against all threats, and you will be rewarded.
Walking Tall	Complete any Strike without dying.	Guardians are powerful, but confidence can lead to recklessness. Prove you understand the value of control by not falling against our greatest threats.
It's All in the Head	Kill 100 enemies with precision damage.	Show your skill by removing threats with precise, measured aggression.
Cabal Command	Kill 10 Cabal Majors or Ultras.	There are countless targets on the battlefield. Focus on the Cabal's command units to weaken their resolve and test your own mettle.
Fallen Leaders	Kill 10 Fallen Majors or Ultras.	There are countless targets on the battlefield. Focus on the Fallen leaders to sow fear.
Exalted Hive	Kill 10 Hive Majors or Ultras.	There are countless targets on the battlefield. Focus on the Hive's champions to weaken their resolve.
Vex Minds	Kill 10 Vex Majors or Ultras.	Target the powerful Vex Minds to disrupt their command network.
Cleansing Light	Kill 3 or more enemies with a single super use, 20 times.	The Light is a gift with which to burn away the Darkness. Use it wisely, and your path forward will always be clear.
Body Dropper	Kill 100 enemies without dying.	If we are to defeat the Darkness, you must be able to face the hordes, unblinking. Venture into the wild and send our enemies a message they won't forget.
Knuckleduster	Melee-kill 30 enemies without dying.	Firearms are simply a tool. YOU are the weapon.
Predator and Prey	Kill 20 enemies without taking damage from them.	All Guardians can fight, but only the truly skilled can face our greatest dangers and walk away unscathed.
Overcharge	Kill 2 enemies at once with a Fusion Rifle, 20 times.	The technology used to create Fusion Rifles is volatile and open for experimentation. Push the limits to see what kind of trouble you can cause.
The Bigger They Are	Complete any Strike with the Heroic or Epic modifier active.	Greater challenges come with greater rewards.
TARGET: Sepiks Prime	Defeat Sepiks Prime in "The Devils' Lair" Strike on Earth.	There have been reports of an exalted Servitor hidden in the ruins of the Cosmodrome. Join with a Fireteam and eliminate this threat.
TARGET: Phogoth	Defeat Phogoth, the Untamed in "The Summoning Pits" Strike on the Moon.	The Hive are breeding a terrible abomination in their Summoning Pits. Join with other brave Guardians and face this horror.
TARGET: Sekrion	Defeat Nexus Mind Sekrion in the "Nexus" Strike on Venus.	Somewhere below the Academy on Venus, a powerful Vex Hydra is infecting the planet. Take a Fireteam to the Ishtar Sink and stop this machine before it spreads further.
TARGET: Aksor, Archon Priest	Defeat Aksor, Archon Priest in the "Winter's Run" Strike on Venus.	The House of Winter has liberated an Archon Priest from prison on the Reef. Rally a Fireteam and hunt him down.
TARGET: Valus Ta'aurc	Defeat Valus Ta'aurc in the "Cerberus Vae III" Strike on Mars.	Valus Ta'aurc, the Fleet Commander of the Cabal Siege Dancers, has been located outside of Freehold. Join with a Fireteam and eliminate Ta'aurc and his lieutenants.
TARGET: Sardok, Eye of Oryx	Defeat Sardok in the "Shrine of Oryx" mission on the Moon, with the Heroic or Epic modifier active.	Vanquish Sardok, custodian of the dread Shrine of Oryx.
TARGET: Merok, Eir Prince	Defeat Merok in the "Sword of Crota" mission on the Moon, with the Heroic or Epic modifier active.	End the malignant existence of Merok, whose every step is a transgression.
TARGET: Telthor, Unborn	Defeat Telthor in the "Chamber of Night" mission on the Moon, with the Heroic or Epic modifier active.	Find the abomination called Telthor, Unborn and release the universe from the burden of its existence.
TARGET: Frigoris, Exiled Baron	Defeat Frigoris in the "Shrine of Oryx" mission on the Moon, with the Heroic or Epic modifier active.	Frigoris, an exiled Fallen Baron, has risked an assault on the Hive. It will be risky, but there may never be a better chance—track him through the Hellmouth and eliminate him.
TARGET: Grayliks, Winter Baron	Defeat Grayliks in "The Archive" mission on Venus, with the Heroic or Epic modifier active.	Grayliks, a baron of the Fallen House of Winter, has been sighted near the Archive on Venus. Hunt him down and end his reign of terror.
TARGET: Simiks-3	Defeat Simiks-3 in "The Archive" mission on Venus, with the Heroic or Epic modifier active.	The Fallen Servitor, Simiks-3, is attempting to plunder the secrets of the Archive. Get to Venus and stop it, before the Academy's secrets are lost forever.
TARGET: Zydron, Gate Lord	Defeat Zydron in the "Eye of a Gate Lord" mission on Venus, with the Heroic or Epic modifier active.	Zydron protects the massive Vex portal at the apex of the Endless Steps. Find the portal, ascend the steps, and kill the Gate Lord.
TARGET: Primus Sha'aull	Defeat Primus Shau'ull in "The Garden's Spire" mission on Mars, with the Heroic or Epic modifier active.	The Consensus has sanctioned the assassination of Cabal leader Primus Sha'aull.
TARGET: Bracus Tha'aurn	Defeat Bracus Tha'aurn in "The Buried City" mission on Mars, with the Heroic or Epic modifier active.	A heavily armed Cabal expedition has made its way into the Buried City. Find them and defeat their leader, Bracus Tha'aurn, before they find what they're after.
TARGET: Prohibitive Mind	Defeat the Prohibitive Mind in the "Rising Tide" mission on Mars, with the Heroic or Epic modifier active.	The Prohibitive Mind is a danger to any Guardians brave enough to challenge the Vex. Journey to Mars and destroy it.
TARGET: Divisive Mind	Defeat the Divisive Mind in "The Black Garden" mission on Mars, with the Heroic or Epic modifier active.	As long as the Divisive Mind stands guard over the Black Garden, we will never be safe. Find it, kill it.

EXOTIC BOUNTIES

Once in a great while, you may find an Exotic Bounty, the completion of which is rewarded with an Exotic weapon or armor. The following table lists three possible Exotic Bounties.

Exotic Bounties

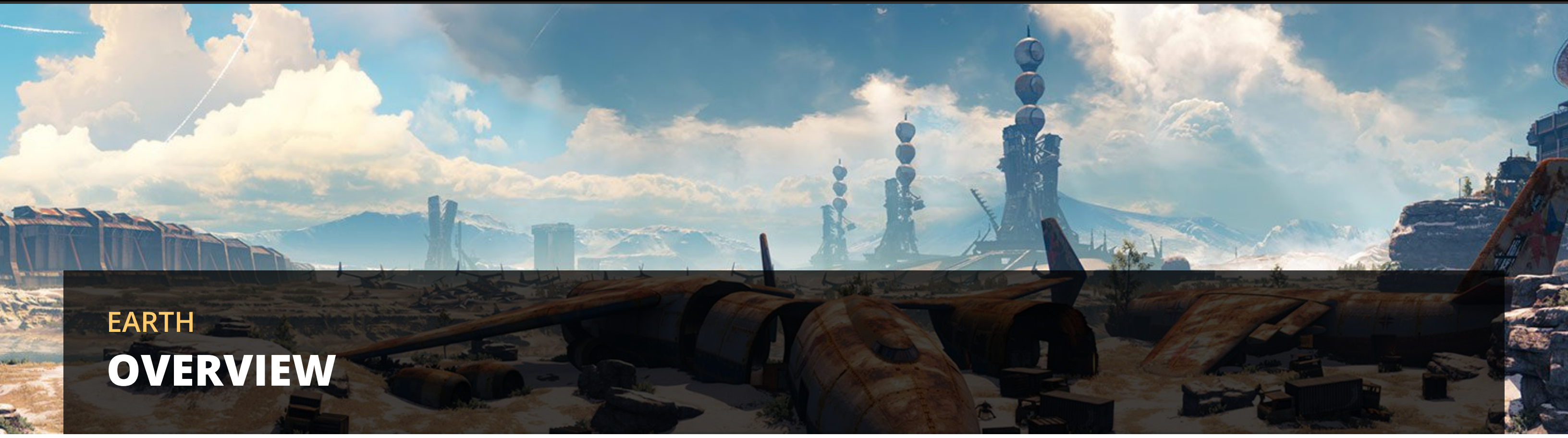
Name	Objective	Description
Shattered Memory Fragment	Track down Fireteam Tuyet's last stand.	One of our Venus patrols found a memory fragment on the remains of a destroyed Vex. This fragment concerns the final mission of Fireteam Tuyet, lost long ago on Venus' Shattered Coast. Perhaps one of their Ghosts can be recovered.
A Voice in the Wilderness	Search loot caches on Mars for clues.	A Hunter returning from Mars claims to have heard a voice coming from a sealed cache.
A Dubious Task	Talk to Ikora Rey.	The Warlock Vanguard, Ikora Rey, left a posting here - signed, handwritten, and asking for you.

CRUCIBLE BOUNTIES

The following Bounties are accomplished through Crucible gameplay. Once you complete a Bounty, return to the Bounty Tracker at the Tower to receive your reward.

Crucible Bounties

Name	Objective	Description
Shake the Pillars	Defeat 25 Titans in the Crucible.	Combat skills are honed through experience, and Guardians know there is no greater test than the trials of Crucible. Face your fellow Guardians in combat and prove your might.
The Wild Hunt	Defeat 25 Hunters in the Crucible.	Combat skills are honed through experience, and Guardians know there is no greater test than the trials of Crucible. Face your fellow Guardians in combat and prove your skill.
Broken Scholar	Defeat 25 Warlocks in the Crucible.	Combat skills are honed through experience, and Guardians know there is no greater test than the trials of Crucible. Face your fellow Guardians in combat and prove your worth.
Longshot	Defeat 15 Guardians with headshots using a Sniper Rifle.	Patience and a keen eye are hallmarks of an expert marksman. Teach your fellow Guardians that they cannot hide.
Ash and Dust	Defeat 15 Guardians with a Rocket Launcher.	Command the battlefield with heavy munitions. Familiarize yourself with Crux/Lomar's array of rocket launchers and teach your fellow Guardians how to take punishment.
Pull the Pin	Defeat 20 Guardians with Grenades.	Learn how to use your grenade abilities for maximum effect.
Headhunter	Defeat 50 Guardians with headshots.	To eliminate a threat quickly, you must have unwavering focus and no mercy. Aim for the head; your enemy will surely do the same.
Never See You Coming	Defeat 10 Guardians from behind.	Learning to strike at the opportune time will go a long way toward ensuring your continued survival.
Throw Down	Defeat 20 Guardians with your melee attack.	Anyone can face adversity with an arsenal at their disposal. Close-quarters combat is a true reckoning of grit.
Light the Way	Defeat 15 Guardians using a Super.	Channel your Light to unleash devastation on your enemies. Show them what true power is, so they can truly understand what it means to be a Guardian of the City.
Dominion	Complete 5 Control Matches.	Compete for honor. For pride. For survival. And master the strategies of battlefield control to become an even greater Guardian.
Reclamation	Complete 5 Salvage Matches.	Compete for honor. For pride. For survival. Learn to salvage the secrets of our past by challenging your fellow Guardians in a hunt for relics.
Stay Golden	Complete 5 Rumble Matches.	Compete for honor. For pride. For survival. Test yourself in unrelenting combat to sharpen your resolve and find the limits of your courage.
Death or Glory	Complete 5 Clash Matches.	Compete for honor. For pride. For survival. Join with other Guardians to test your teamwork and combat skills.
All For One	Complete 5 Skirmish Matches.	Compete for honor. For pride. For survival. Band together and face a rival Fireteam in heated combat to test your mettle.
First Blood	Earn 3 First Blood medals.	There is no room for fear. Advance without hesitation.
In the Zone	Capture 10 Zones in Control.	Skill is important, but teamwork and the ability to control a combat zone are the keys to victory. Show your fellow Guardians that strategy is as powerful as any weapon.
Relic Hunter	Participate in 10 Salvage Zone captures.	You cannot afford to be distracted by thoughts of glory. Prove that you can stay focused on the mission.
Forged in Fire	Win 3 Crucible Matches.	Claim victory in the fires of the Crucible.
Back Scratcher	Earn 50 Assists in the Crucible.	Fight as a unit and protect your Fireteam. Individual glory will only lead to defeat.
Stopping Power	Earn 10 Buckshot Bruiser medals.	Find a nice little room and start a massacre.
Target Practice	Earn 10 Gunslinger medals.	A quick draw and true aim will serve you well. Show you've got the reflexes and steady hand needed to survive in the wild.
Electrocutioner	Earn 10 Fusion Rifle Sprees in the Crucible.	It takes patience and unwavering nerve to expertly wield a fusion rifle. Test your resolve.
No Riding Zone	Defeat 10 Guardians on Vehicles.	Track enemy vehicles, and learn to dismount the riders by force.
Party's Over	Earn 5 Enforcer medals.	Removing hardened killers from the battlefield is key to victory. Track down your main threats and put an end to their sprees.
That's How I Roll	Earn 5 Multikill medals.	Eliminate threats en masse to break their spirits and gain the momentum.
Revengeance	Earn 5 Postmortem medals.	Violence breeds violence. Take your revenge on anyone who defeats you.



EARTH

OVERVIEW

Our home, broken and lost. A wide world, once familiar and welcoming, now a wild frontier littered with fading hope and endless dangers.

When the Darkness came, and our Golden Age began its devastating collapse, Earth was the last to fall. And when the Traveler gave its final gasp, and pushed the Darkness from our system, Earth stood, ravaged and weary, as a bastion of hope. Survivors, what few there were, made their way home, eventually settling beneath the Traveler to start anew.

Now, as Guardians grow bolder and the last safe City, nestled beneath the Traveler's silent shell, looks beyond its walls in search of a brighter future, new adventures call. And though the Fallen and other threats may pick at the bones of all we were, or lay claim to the wilds we once tamed, a simple truth remains...

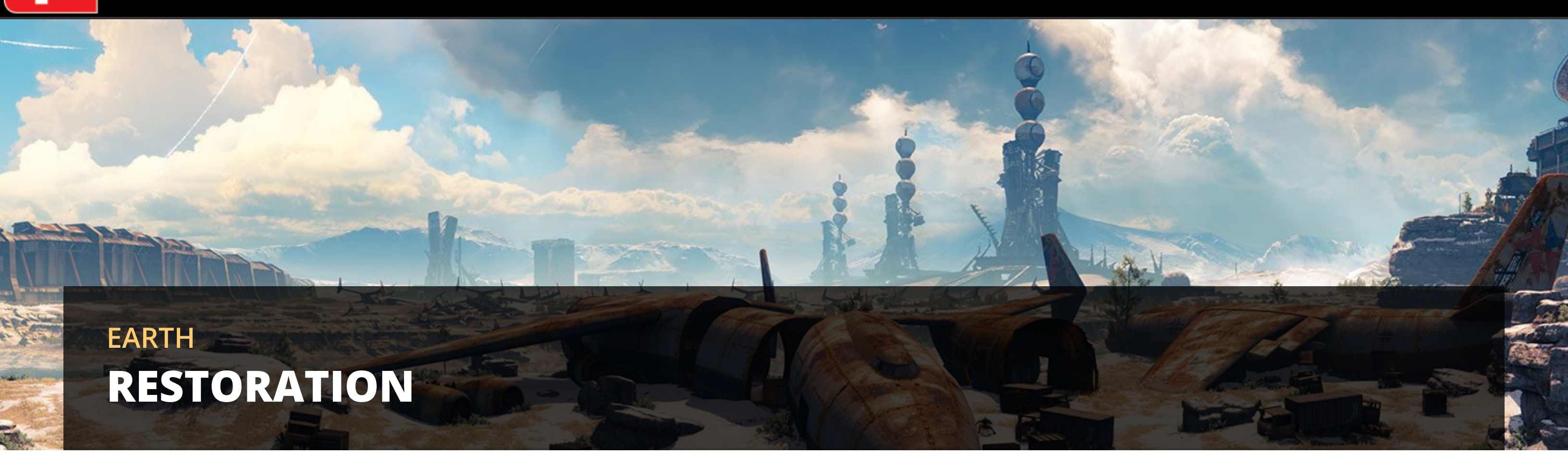
These are our lands to be explored and reclaimed. This is our home. And we will take it back.

Resource:

Spinmetal Leaves

Enemy Races (Faction):

Fallen (House of Devils), Hive (Blood of Oryx, The Hidden Swarm)



RESTORATION

Level 2 Story / The Steppes, Old Russia, Earth

Enemy Race: Fallen

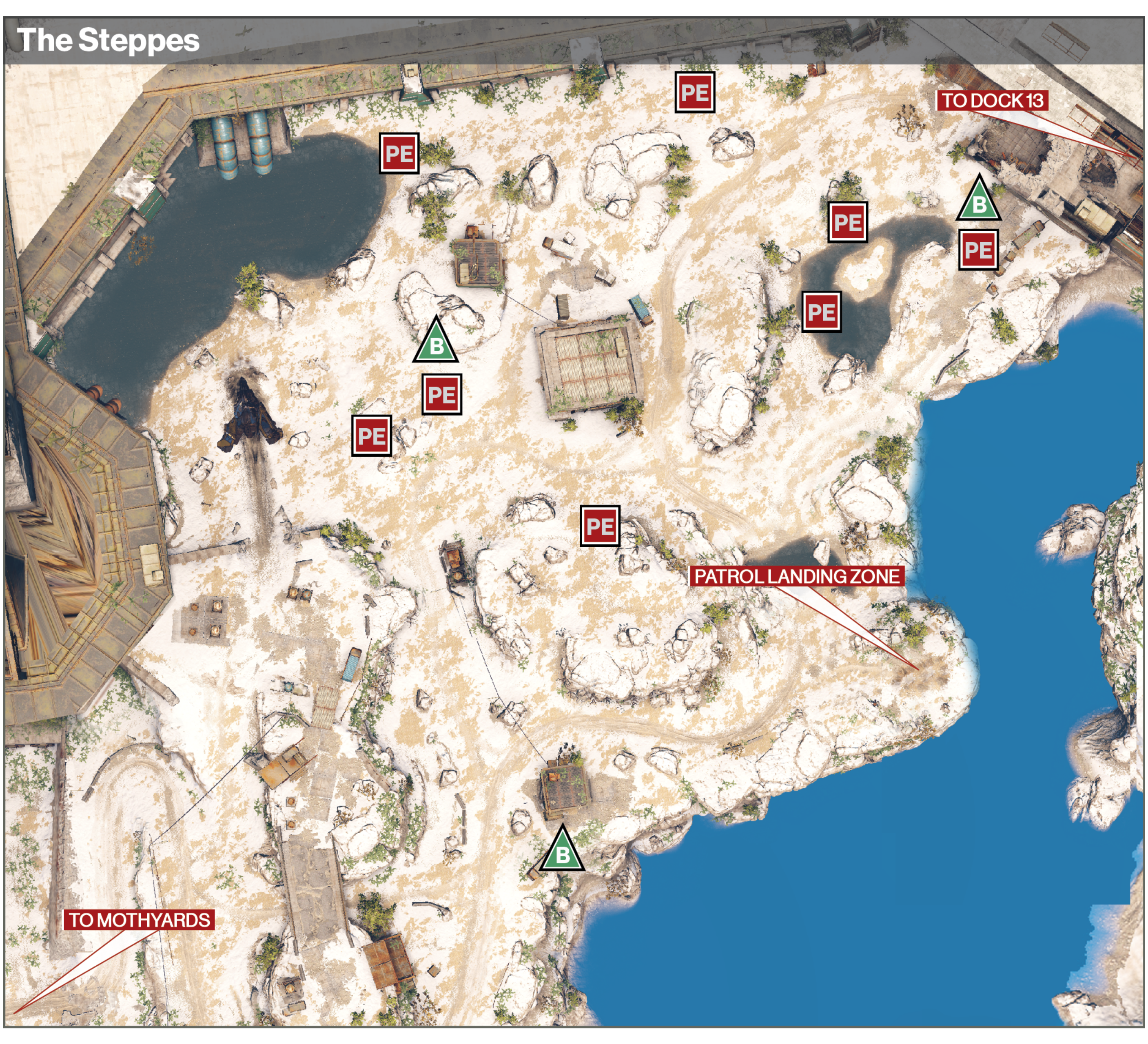
Suggested Damage Types: Arc, Solar (Epic)

Rewards: XP Bonus

Missions Unlocked: The Dark Within, The Warmind

B Patrol Beacons are available only during the Patrol activity.

PE Public Events frequency: 60-80 minutes



Objective	Combatant Changes	Tip
Defeat the Archon	+1 Vandal (Archon's health reaches 70%)+1 Vandal (Archon's health reaches 40%)	The Vandals are increased in number as well as in Vitality and aggression.

Mission Difficulty

As you select a mission, an information box indicates the level of the enemies you will face. A number close to your character's level receives a Normal rating. You can increase the difficulty by selecting the middle button before choosing to launch. A level slightly above your character is listed as Hard, and it then progresses to Very Hard and Impossible, requiring you to level up before proceeding. Increasing the difficulty raises the enemies' levels. Plus, it adds Mission Modifiers. The Heroic and Epic modifiers cause enemies to appear in greater numbers and behave more aggressively. On Epic, more enemies are equipped with shields. Later, additional modifiers are added to increase the challenge in even more ways.

Objective: Recon the Crash Site

Location: The Steppes

The crash site is located ahead in the far corner, on the other side of the rock formation. Fallen Dregs, Vandals, and Shanks wait to the left, right, and near the ship. Once you clear the area of enemies, approach the objective marker and deploy your Ghost by holding the Activate button.

Objective: Access Cosmodrome Network

Fallen ships steadily drop more foes around the area, so keep moving or get ready to fight another wave. Follow the markers into the nearby dilapidated building, following the path down into the basement. Eliminate the handful of Fallen before you find the information hub in the far room. Deploy your Ghost to do some scanning.

Public vs. Private Zones

The Steppes is a public zone, therefore other players may also be fighting the nearby Fallen. You can choose to help your fellow Guardians or you may receive assistance from them. This differs from the buildings through which you fight, as they are private—only you and Fireteam members are present.

Objective: Find a Warp Drive

Location: Dock 13

You must return to Dock 13 to get the part you need for your ship. Once you're back outside, turn right, head toward the building on the other side of the Steppes, and enter the structure. Follow the path back to the Dock 13 hangar, where Fallen have occupied the area. Defeat the Fallen as you stick close to the entrance, ducking inside the previous room if things get hairy.

DOCK 13
DARKNESS ZONE

Gold Chests

As you pass through the building toward Dock 13, a Gold Chest rests in plain view atop a desk. These Gold Chests are hidden throughout the solar system, and they contain better loot than standard chests. Find five of these chests on each planet, though the others are much tougher to find than this first one. A full list of Gold Chest locations are listed with each planet in this guide.

Darkness Zone

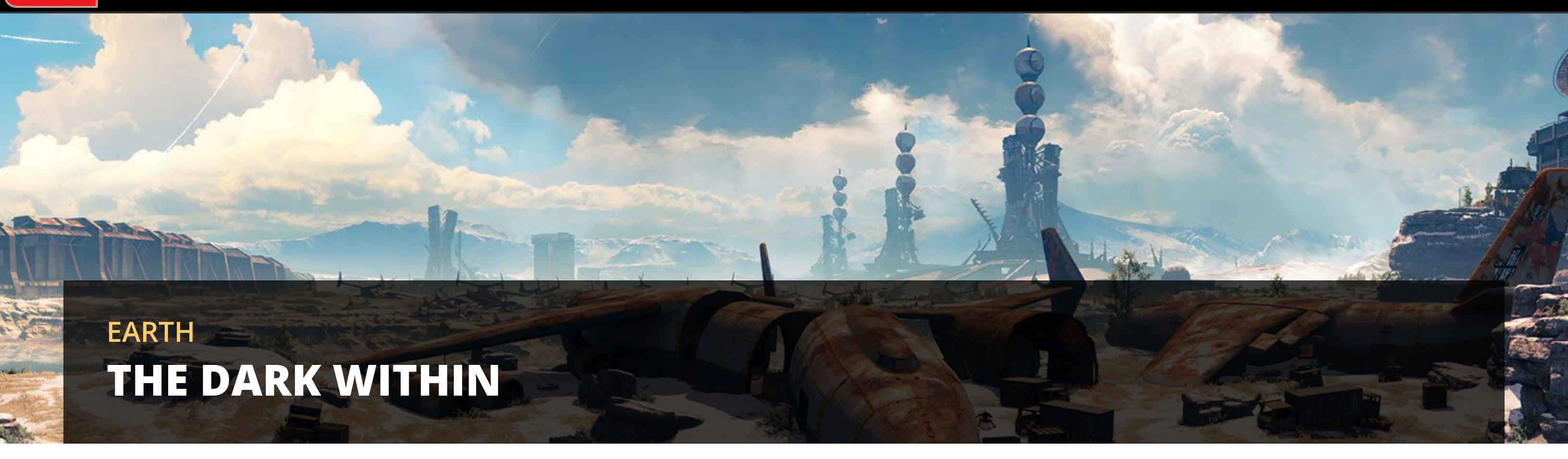
The Dock 13 Hangar is designated a Darkness Zone, as the game notes with an icon in the middle of the screen with the words Respawning Restricted. If you die in this zone, you return to the start and respawn in 30 seconds instead of 5. This makes a Fireteam even more valuable in these areas, as an immediate revive is better than waiting a half minute and restarting at the previous checkpoint. Note that there are times later on in which zones are split into multiple checkpoints, such as an objective with more than one wave of enemies.

Objective: Defeat the Archon

Once you take care of the first enemy wave, Riksis, Archon of the Fallen House of Devils, shows up with a crew of Vandals. He is an elite version of a Captain, which makes him bigger and stronger. If you have an effective long-range weapon, pick away at his health from the entrance. Once his health reaches 70% and then 40%, the Vandals are reinforced.

Dodge to the side to avoid his weapon fire as you eat away at his health. Be careful if you move in for a melee attack, as he has a stomp maneuver that pushes you backward. Once you defeat him, clear out the remaining Fallen to complete the mission. As the timer counts down, collect any loot that remains, or exit to Orbit.

Return to the Cryptarch at the Tower to exchange the House Banners artifact for 200 Glimmer.



THE DARK WITHIN

Level 3 Story / Steppes, Old Russia, Earth

Enemy Races: Fallen, Hive

Suggested Damage Types: Arc, Solar

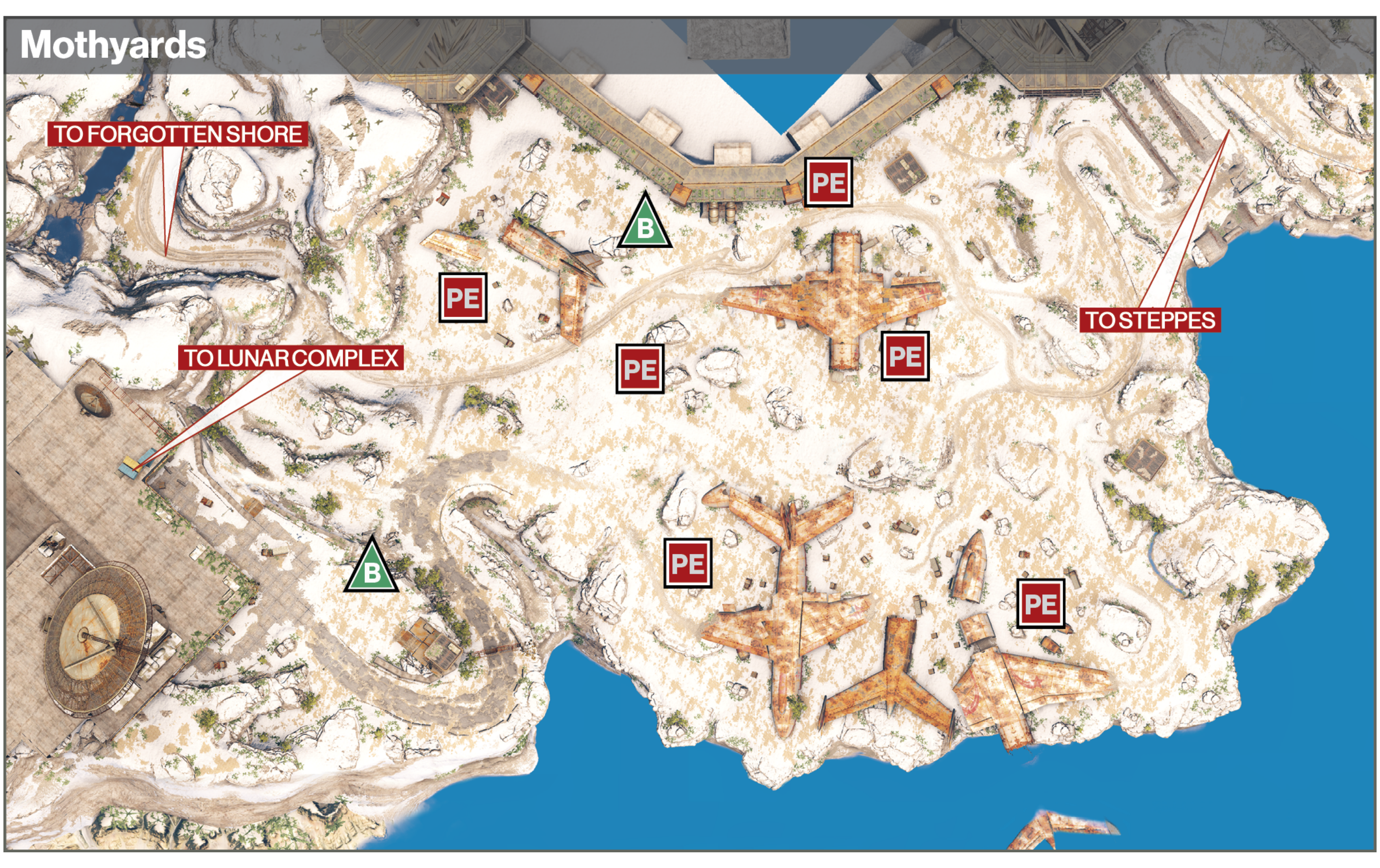
Rewards: XP Bonus

Mission Unlocked: Explore Cosmodrome

Objective	Combatant Changes	Tip
Search the Complex	+3 Thrall	These guys are more aggressive and tougher to take down, so don't take this encounter lightly.
Kill the Hive Wizard – First Room	+3 Thrall+1 Acolyte	The Acolytes are more aggressive with their rifles, so be sure to use cover to minimize damage.
Kill the Hive Wizard – Second Room	+3 Thrall+3 Acolytes	This final room is even more crowded with the Hive and its brood. Use the doorway for cover as you pick away at the foes.

B Patrol Beacons are available only during the Patrol activity.

PE Public Events frequency: 25-35 minutes



Objective: Head to Skywatch

Location: Mothyards

You are dropped into the Steppes, just a short distance from Mothyards. Run to the left through the ravine, past an airplane graveyard, and up the hill to reach your first destination. Fight past the Fallen Captain who guards the entrance, and follow the objective markers into the building. Wind your way through a couple rooms to find an overhead door shut tight.

Objective: Unlock the Gate

Once you're prompted, use your Ghost to get the door open. After some time, it opens, so proceed into the Darkness Zone.

Objective: Search the Complex

Location: Lunar Complex

Run up the steps and cautiously enter the next room. Prepare your close-range weapon, as a horde of Hive Thrall charges your location. An auto rifle or shotgun are both effective against the Thrall wave. A melee attack against each also works, but be careful to avoid getting surrounded. Push through them and take down the Hive Acolytes that hide out on the other side of the room. As you move up another set of stairs, your Ghost informs you of a Hive Wizard ahead.

Objective: Kill the Hive Wizard

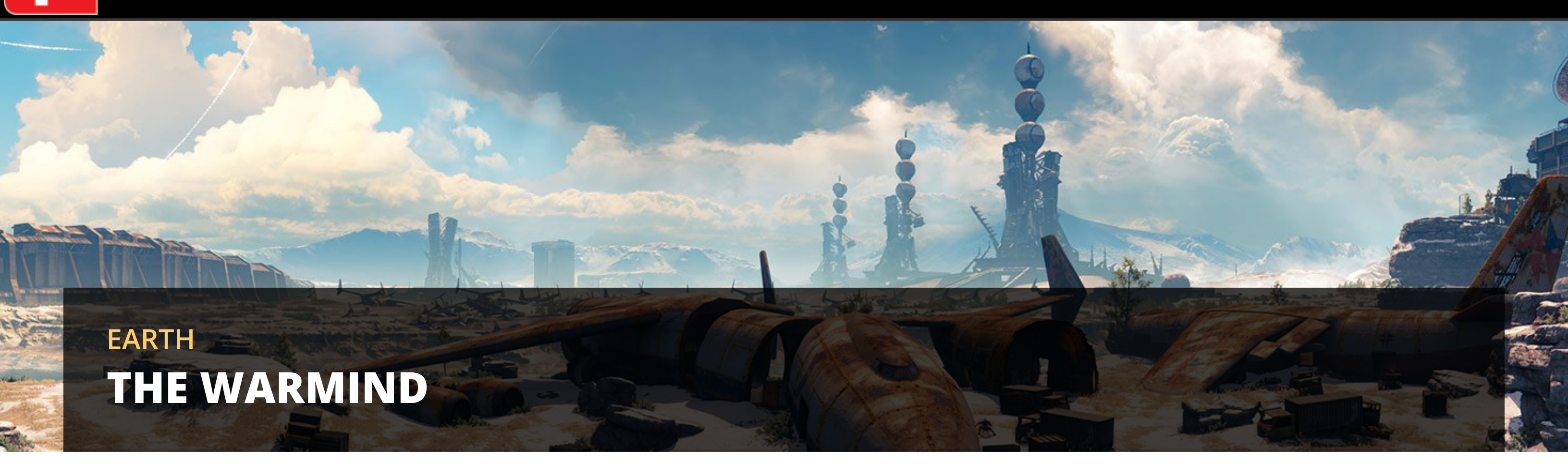
At the top of the stairs, Thrall immediately attack, while Acolytes litter the room ahead. Gotra, the Hive Wizard, is well protected by its brood in the next room to the left. Pick off the closer Hive from the relative safety of the control room. After you clear out the first room, move up to the next entrance as more Thrall and Acolytes attack.

Enemy Shields

One enemy type from each race always has a shield, such as the Wizard's Solar shield. Using a weapon with the same damage type as the shield expedites destroying it. Once the shield is down, eliminate the enemy quickly, or the shield will regenerate. With the Epic Mission Modifier, another enemy type from each race equips a different shield. At this difficulty, using the wrong damage type delivers only 50% damage. Note that you cannot hit enemies' weak spots while their shields are up.

The Wizard floats among its brood, firing a darkness blast from behind a Solar shield. Watch for the cloud of darkness that is cast nearby. This heals the Hive and poisons Guardians who enter the haze—damaging and slowing you down. Use grenades and super abilities on the boss when they're available. Retreat when your health gets low, and continue to pound at it until it falls, at which point any remaining Hive are eliminated.

Return the Warping Claws to your Vanguard for a choice of armor.



EARTH

THE WARMIND

THE WARMIND

Level 4 Story / The Steppes, Old Russia, Earth

Enemy Race: Fallen

Suggested Damage Types: Arc, Solar (Epic)

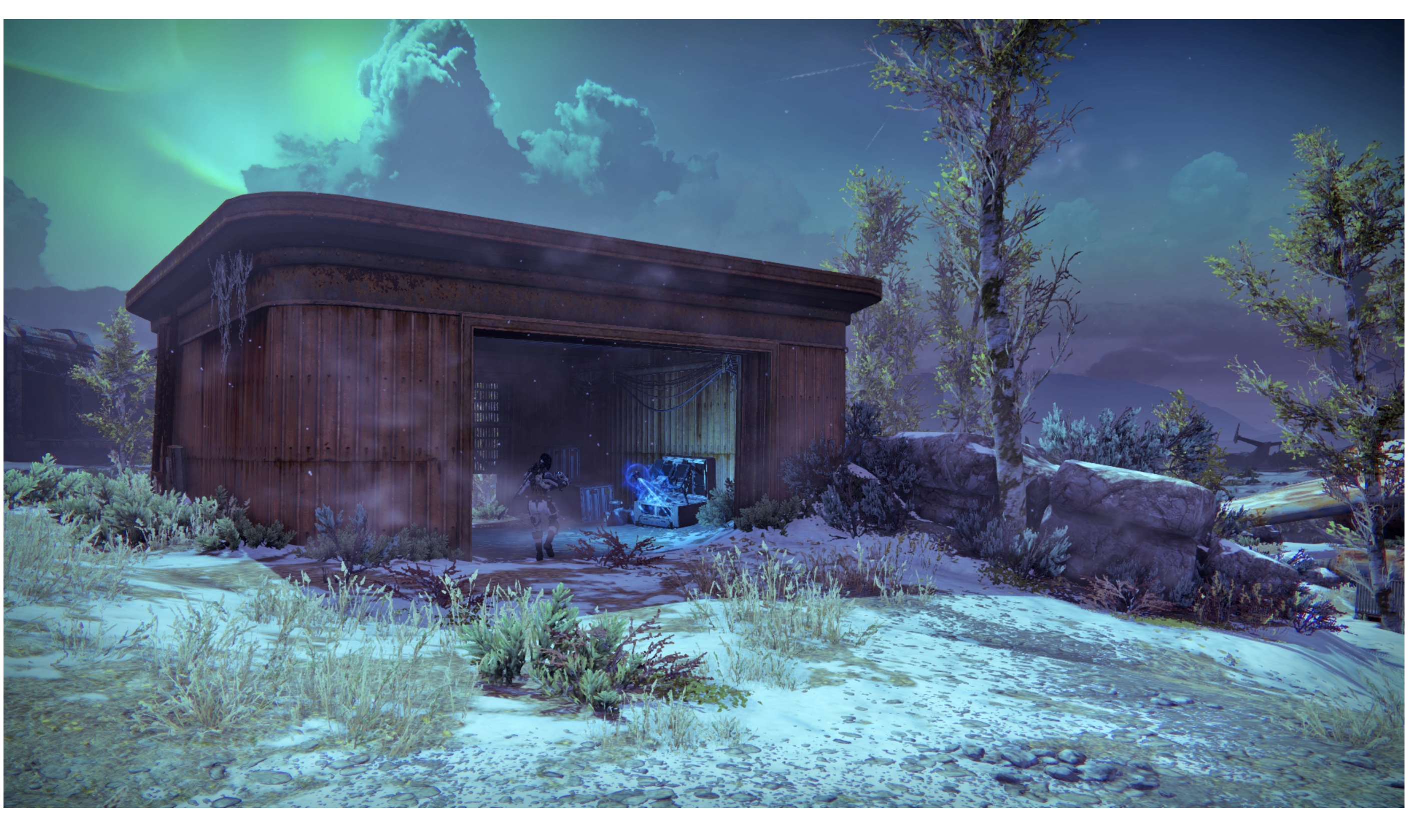
Rewards: XP Bonus

Missions Unlocked: The Last Array, The Devils' Lair Strike, Moon (The Dark Beyond)

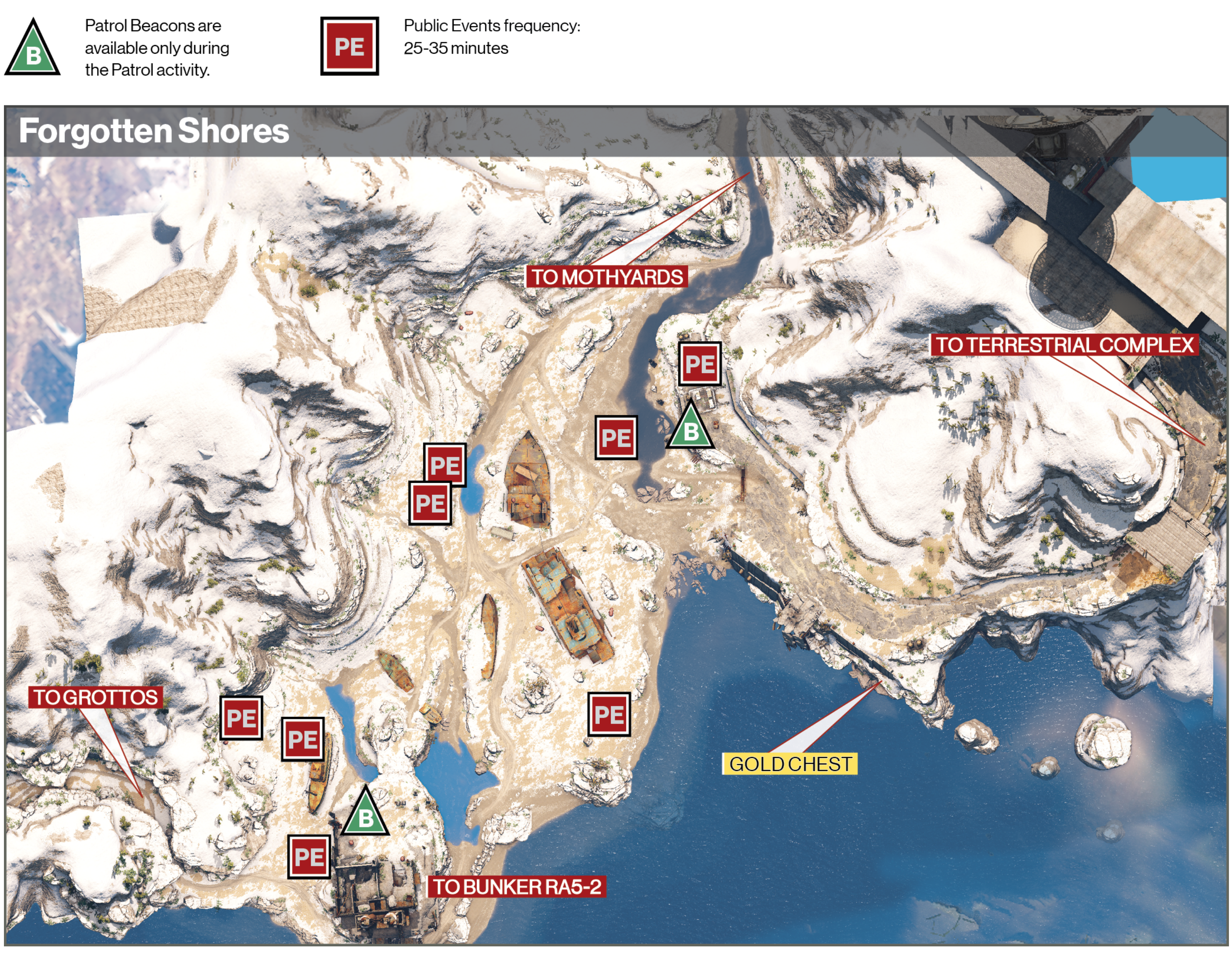
Objective	Combatant Changes	Tip
Infiltrate the Skywatch	-2 Sword Vandals+3 Stealth Vandals-3 Dreg+3 Rifle Vandals	Keep track of the Stealth Vandals, as they can easily sneak up on you. At the same time, you must take cover from the rifle Vandals. If possible, use melee attacks against the invisible foes to reveal their location, but keep cover between you and the ranged enemies.
Infiltrate the Skywatch (Stairwell)	+1 Sword Vandal	Do not let up after the initial encounter.
Resist the Fallen	-2 Dregs+2 Rifle Vandals	The rifle Vandals are tougher to take down than the Dregs are.
Resist the Fallen – Wave 2	-4 Dregs+4 Rifle Vandals	Take cover from the rifle Vandals, as they are skilled marksmen. On Epic, Shanks get a Solar shield—just in case the fight isn't tough enough already.
Resist the Fallen – Wave 3	+1 Servitor+3 Dregs	With another Servitor healing the nearby Dregs, it's best to take down these enemies quickly.

Objective: Find the Vehicle Grid

Location: Mothyards



Once again, you are dropped into the Steppes at the start of the mission. Make your way over to Mothyards and find the small shack on the left. Deploy your Ghost at the computer inside to get the vehicle grid back online. This gives you access to your Sparrow.


B
Patrol Beacons are available only during the Patrol activity.
PE
Public Events frequency: 25-35 minutes
Forgotten Shores
TO MOTHYARDS
TO TERRESTRIAL COMPLEX
PE
B
TO GROTTOS
GOLD CHEST
TO BUNKER RA5-2

Objective: Reach the Forgotten Shore

Location: Forgotten Shore

Summon your vehicle and ride it through the wrecked airplanes of the Mothyards to a narrow opening near the zone's opposite corner. Follow this winding path back to Forgotten Shore.

Objective: Scan Fallen Amplifiers

The two amplifiers are marked on your head-up display. One is located atop the nearby ship, and another resides inside the dilapidated building farther down the coast. Both are well-guarded by Fallen, including Captains. Don't go straight at the first objective without thinning some of the opposition. Instead, jump onto the deck at the doorway on the left, and use it as cover as you clear the area. At the second location, use the cover as you move toward the building to take down the Fallen. Have your Ghost scan both amplifiers to continue your mission.

Objective: Infiltrate the Skywatch

Location: Terrestrial Complex

Your next objective takes you into the Terrestrial Complex at the top of the hill. Follow the road up to the right and wind your way to the entrance, which starts a Darkness Zone. Fallen litter the entire complex, so stay vigilant. Remember, death means getting reset at the start of this zone. A Captain provides the toughest challenge at the start. Take out his minions before focusing your firepower his way.

Objective: Resist the Fallen – Wave 1

Move up the stairs and enter the final room to find that the Fallen are tapping into a computer on the left platform. Use the equipment and pillars for cover as you take down the Dregs, Stealth Vandal, and Captain. Then, deploy your Ghost at the computer so he can assess the situation. This may take some time, so you must defend him from the Fallen.

Wave 2

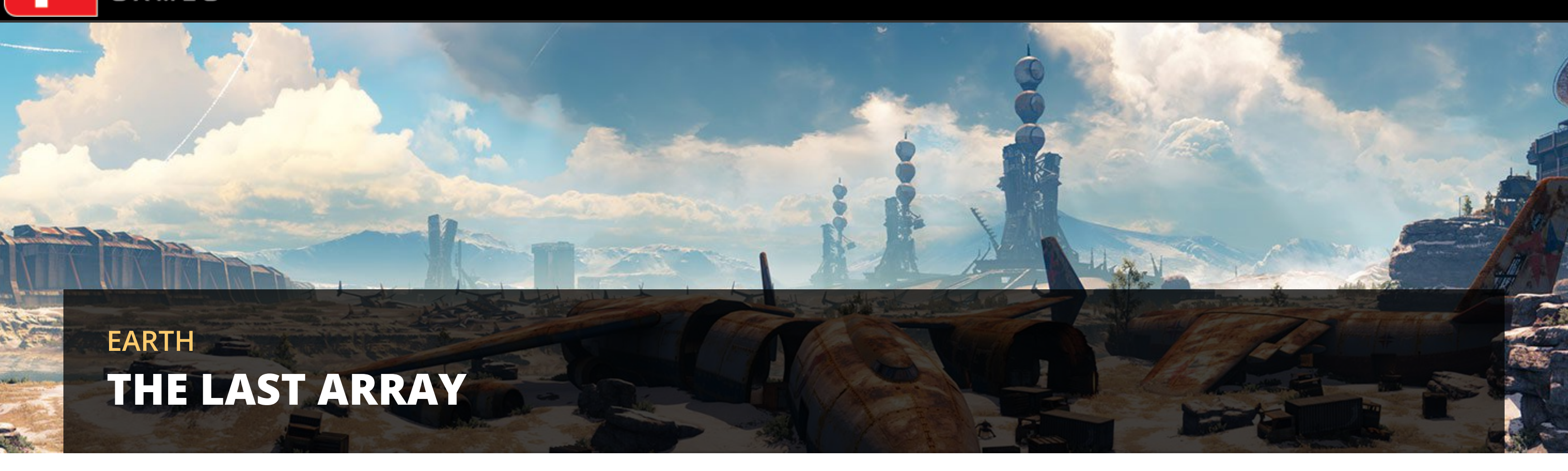
A big wave of Fallen appears from the other side of the room. Vandals and Dregs fight from the middle of the room, Captains fire from afar, and Shanks join in midway, immediately closing in on their target. Keep an eye out for the invisible Stealth Vandals as you work on the middle Fallen. Taking down enough of the Fallen causes the Captains to fall back to the other side of the room. This way, you can focus on them after you clear out most of the opposition.

Wave 3

Once you finish the second wave, a couple Servitors enter the room, accompanied by some Dregs. Servitors have an aura that heals nearby Fallen, so it's good to concentrate on them whenever possible. Focus continuous gunfire at their "eye" for the quickest takedown. The small enclosure, located where you entered this room, offers more cover when things start to get out of hand.

Destroy Fallen Tap

With the room void of Fallen, you can now take some time to eliminate their tap. A core is raised from the top of the computer, so fire at it until you destroy it, completing the mission.



THE LAST ARRAY

Level 5 Story / Mothyards, Old Russia, Earth

Enemy Races: Fallen, Hive

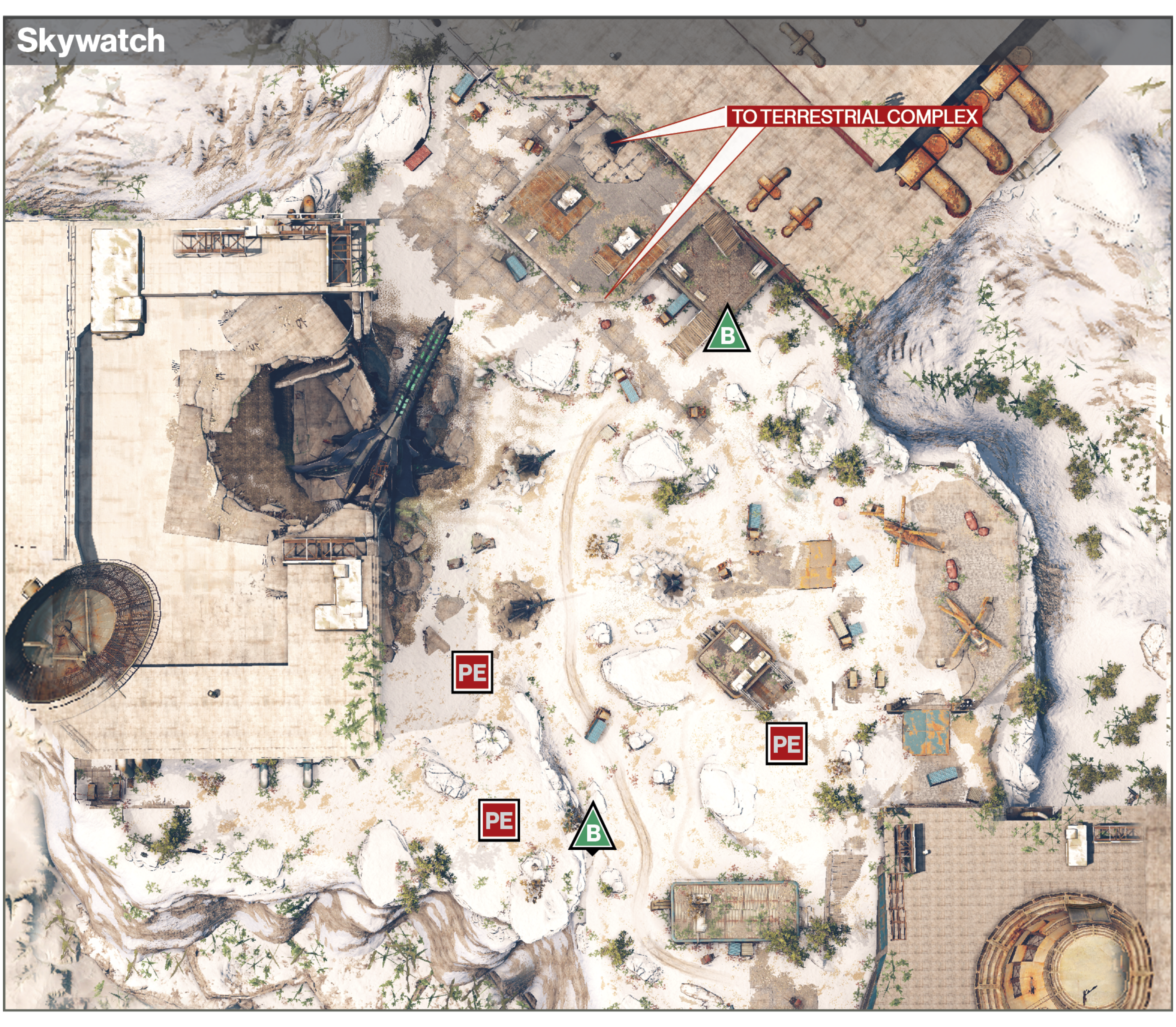
Suggested Damage Types: Arc, Solar

Rewards: XP Bonus, Heavy Weapon Upgrade

Mission Unlocked: -

Objective	Combatant Changes	Tip
Find the Control Station – First Corridor	+1 Sword Vandal	Watch out for the two Vandals to team up together.
Find the Control Station – Second Corridor	+1 Rifle Vandal+2 Shanks	A Solar weapon is helpful on Epic, so you can tear through the Shanks' shields faster.
Find the Control Station – Outdoor Platform	+2 Rifle Vandals	—
Find the Control Station – Outdoors Before Control Room	+1 Sniper Vandal	—
Find the Control Station – Control Room	+2 Rifle Vandals	—
Secure the Array – Wave 1	+1 Wizard+3 Thrall	Get the Thrall out of the way if possible, as the two Wizards can be a nightmare. A Solar gun helps eliminate their shields quicker.
Secure the Array – Wave 2	+1 Cleaver Knight+2 Acolytes	Carrying an Arc weapon is beneficial on Epic, as Knights gain an Arc shield.
Secure the Array – Wave 3	+2 Acolytes	This adds to the huge number of Acolytes firing at you while you concentrate on the Knight. Keep moving and use cover whenever possible.

B	Patrol Beacons are available only during the Patrol activity.
PE	Public Events frequency: 25-35 minutes



Objective: Get to Skywatch

Location: Lunar Complex

Enter the Lunar Complex just as you did before, and follow the path back upstairs. The dark room is now quiet. When you reach the top, Hive Acolytes are fending off an attack by the Fallen. You can let this play out or sweep in and eliminate both sides. Dregs, Vandals, and a Captain occupy the second room. Fight through them and follow a narrow corridor until you're back outside at the Skywatch.

Objective: Recover the Ghosts

Location: Skywatch

Fallen and Hive fight it out in this public space. Take out any Fallen you see. The Vandals drop Dead Ghosts. Once you find the one you need, continue to the opposite side of the Skywatch. Fight your way into the building on the right.

Objective: Find the Control Station

Location: Terrestrial Complex

Once inside, head right and continue into a Darkness Zone. Several Dregs and Vandals occupy the building. At the final room before you return outside, camp out at the two windows and whittle down the Fallen out there—pay close attention to the Captain on the right. Watch out for incoming grenades from the Dregs. The Control Station is just around the corner, so move around the platform's perimeter and finish off any remaining foes. Watch for Stealth Vandals to attack as you near your destination. Backpedal as you take down each one. A Captain and a few minions wait inside. Once the area is clear, deploy your Ghost at the computer.

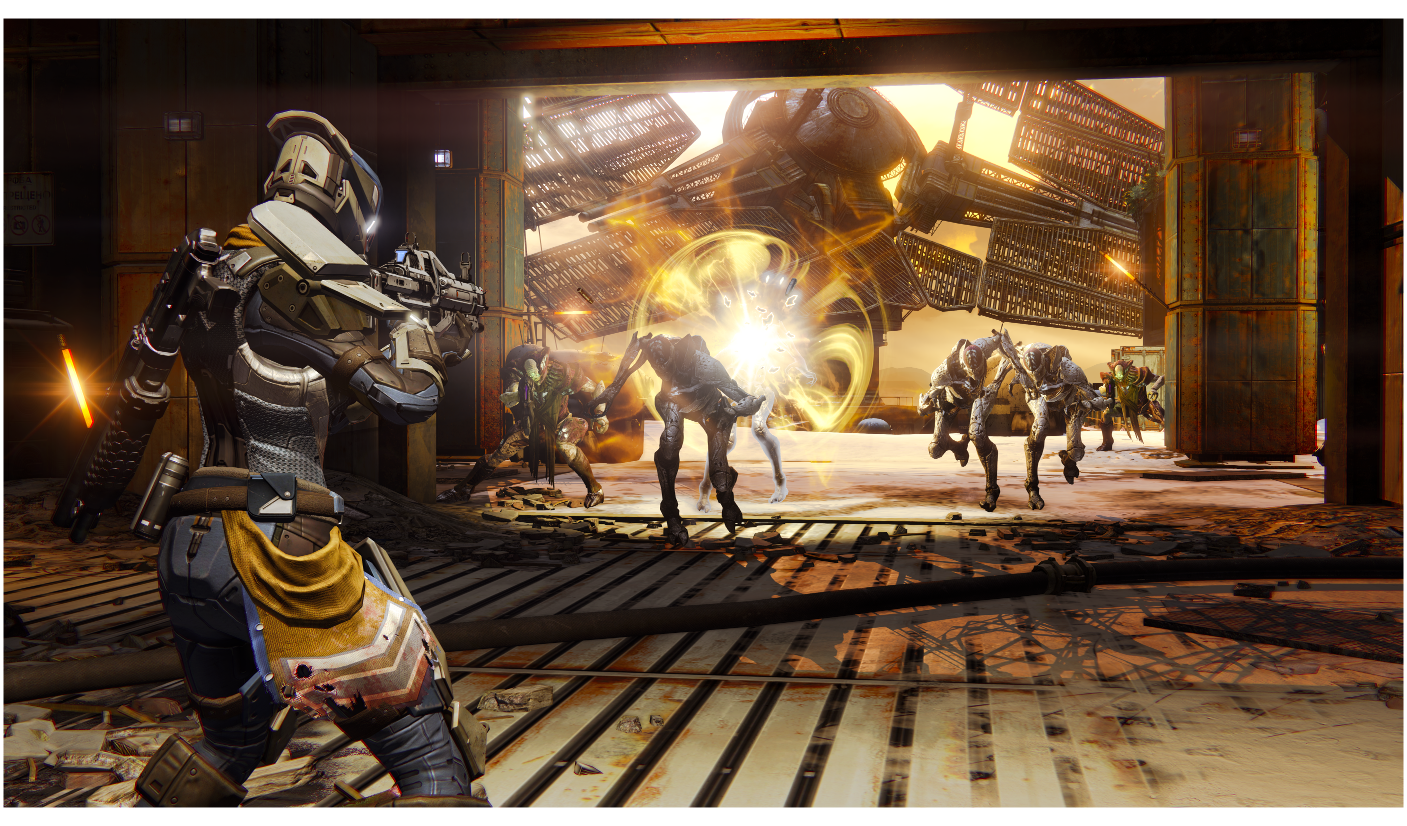
Objective: Secure the Array – Wave 1

Top off all of your weapons, pull out a close-combat gun, and take cover behind the computers on the left. As the array activates, a Hive ship appears outside. Be careful that you don't get caught staring, as four darkness projectiles are fired from the turrets. A Wizard appears with a slew of Thrall. Mow them down as they rush your position, and then handle the Wizard.

Wave 2

A second ship shows up, unloading more Thrall, along with Acolytes and a Cleaver Knight. Take care of the Thrall as they come at you, then pick off the Acolytes outside. The Knight can deliver quite a bit of damage if you allow it to get too close. Try to take it out with a high-powered gun, as it can put up a wall of darkness and heal itself.

Wave 3



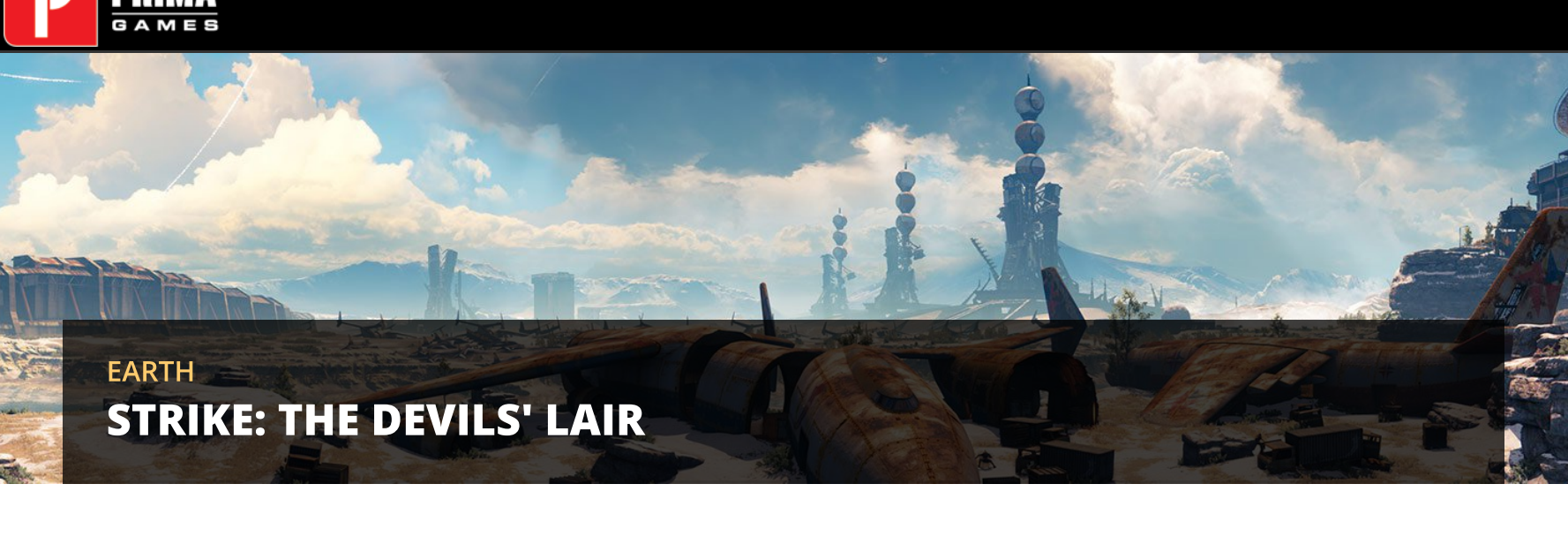
A third wave then drops in, consisting of more Thrall, an army of Acolytes, and a Hallowed Knight. This is a special Knight with more Vitality and a very powerful gun. Steer clear of him as you fight the smaller foes, or eliminate him quickly with your super ability and high-powered weaponry.

Objective: Return to Ghost

With the area clear of Hive, return to the computer to complete the mission. Speak to the Gunsmith at The Tower to receive your choice of a Heavy Weapon.

An Invitation to The Crucible

Once you hit Level 5, Lord Shaxx invites you to participate in The Crucible. Talk to him in the hallway outside the Hall of Guardians. Now you can hone your skills against other Guardians in a variety of PvP modes.



EARTH

STRIKE: THE DEVILS' LAIR

THE DEVILS' LAIR

Level 8 Strike / Rocketyard, Old Russia, Earth

Enemy Races: Hive, Fallen

Suggested Damage Types: Arc, Solar (Epic)

Rewards: XP Bonus, Armor Upgrade

Mission Unlocked: -

Objective	Combatant Changes	Tip
Devils' Lair –Drop Ships & Reinforcements	Dregs and Vandals become special versions with higher Vitality and more aggression.	The Fallen pursue players more aggressively and are tougher to take down, so dealing with them immediately is ideal.

Objective: Enter the Devils' Lair

Location: Rocketyard

The first Strike starts in Rocketyard, just outside the Refinery. Fight your way through the Hive Acolytes and Knights who litter this outdoor public area, making your way straight ahead into the far building. You can spend more time fighting the enemy out here, but your objective lies inside.

Ammo Synthesis

It's always a good idea to carry extra ammo of all three types. Often, equipping a short-range weapon, such as a shotgun, as you move through interiors is also helpful. Once you're outside, you may want to pull out a long-range weapon. When you switch between Special and Heavy Weapons, your ammo is reduced. Use an Ammo Synthesis to refill the gun. For this mission, it's smart to save this item for the big fight in The Blast. You can purchase Ammo Synthesis consumables from the Gunsmith and they have a five-minute cooldown before you can use another.

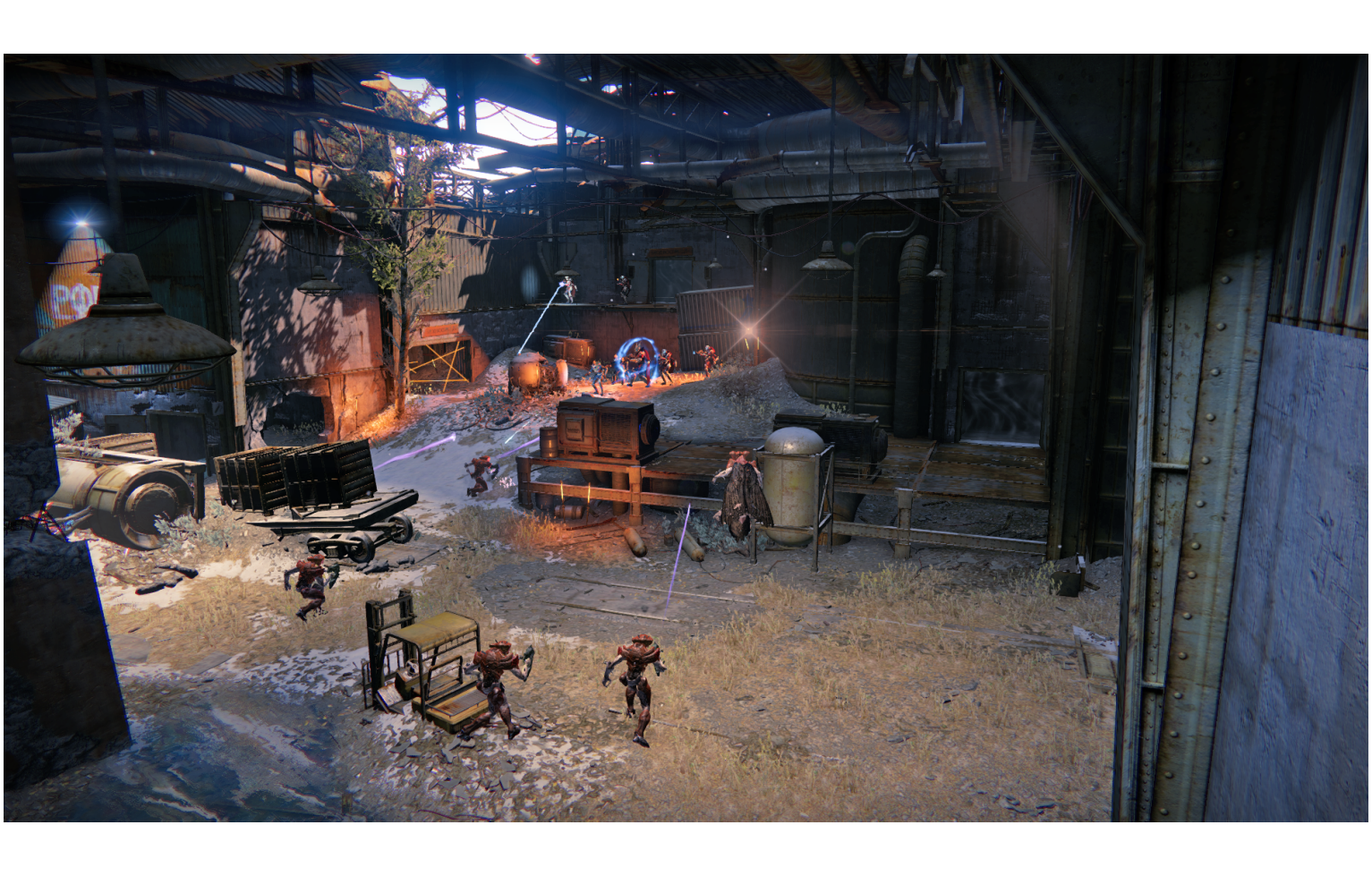
Objective: Fight into the Lair

Location: Refinery

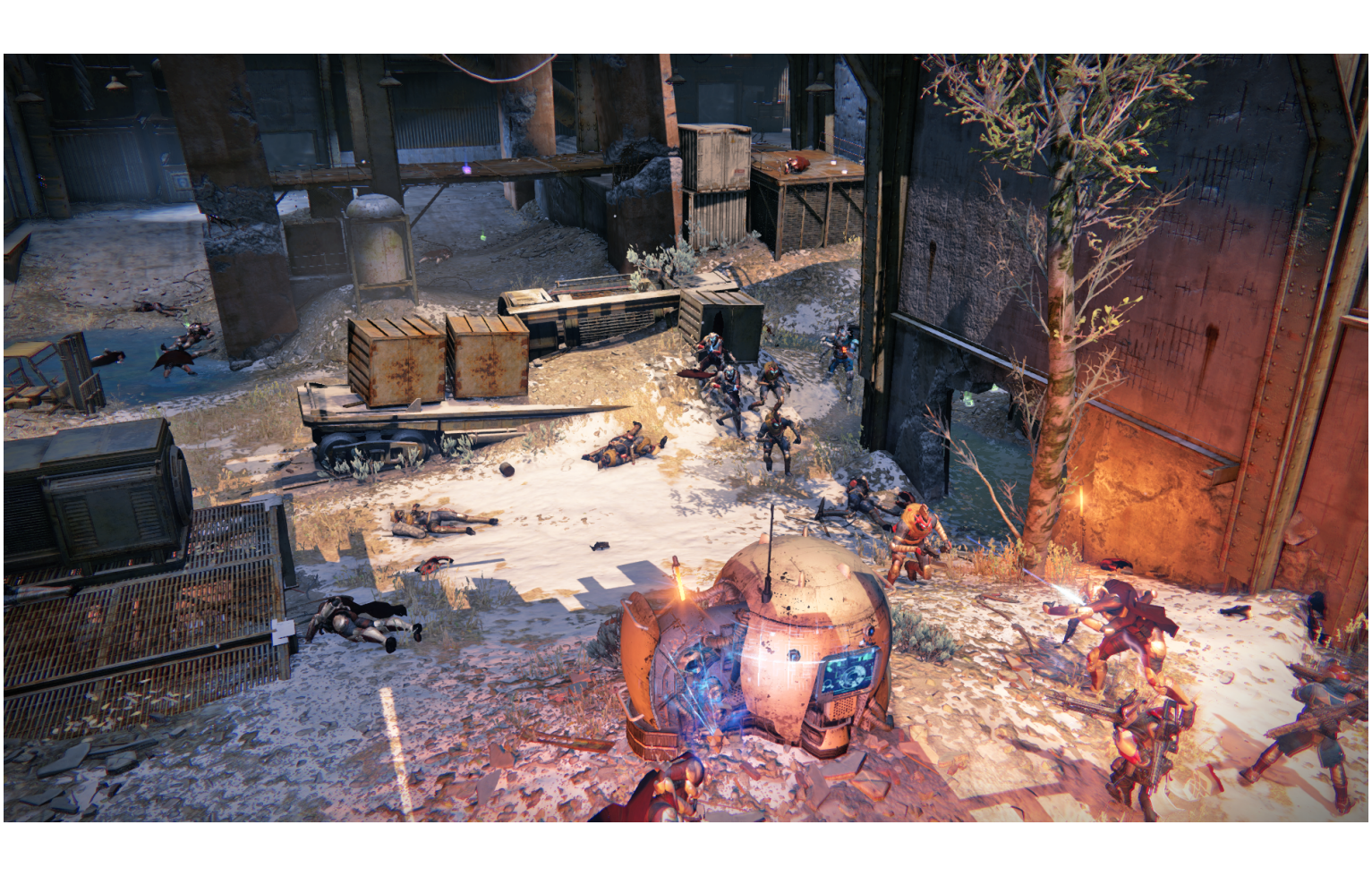
Follow the objective markers through the hallways until you run into a battle between the Hive and Fallen. Disperse the foes as you continue through the Refinery. This is a relatively easy fight for three Guardians around Level 8.

Objective: Take Back the Refinery

Another skirmish between the two enemy factions lies just ahead. Take them out as you surprise them from behind. Keep the group together as you fight the Hive and Fallen from the metal walkway. Clear out any remaining enemies as you continue toward your objective.



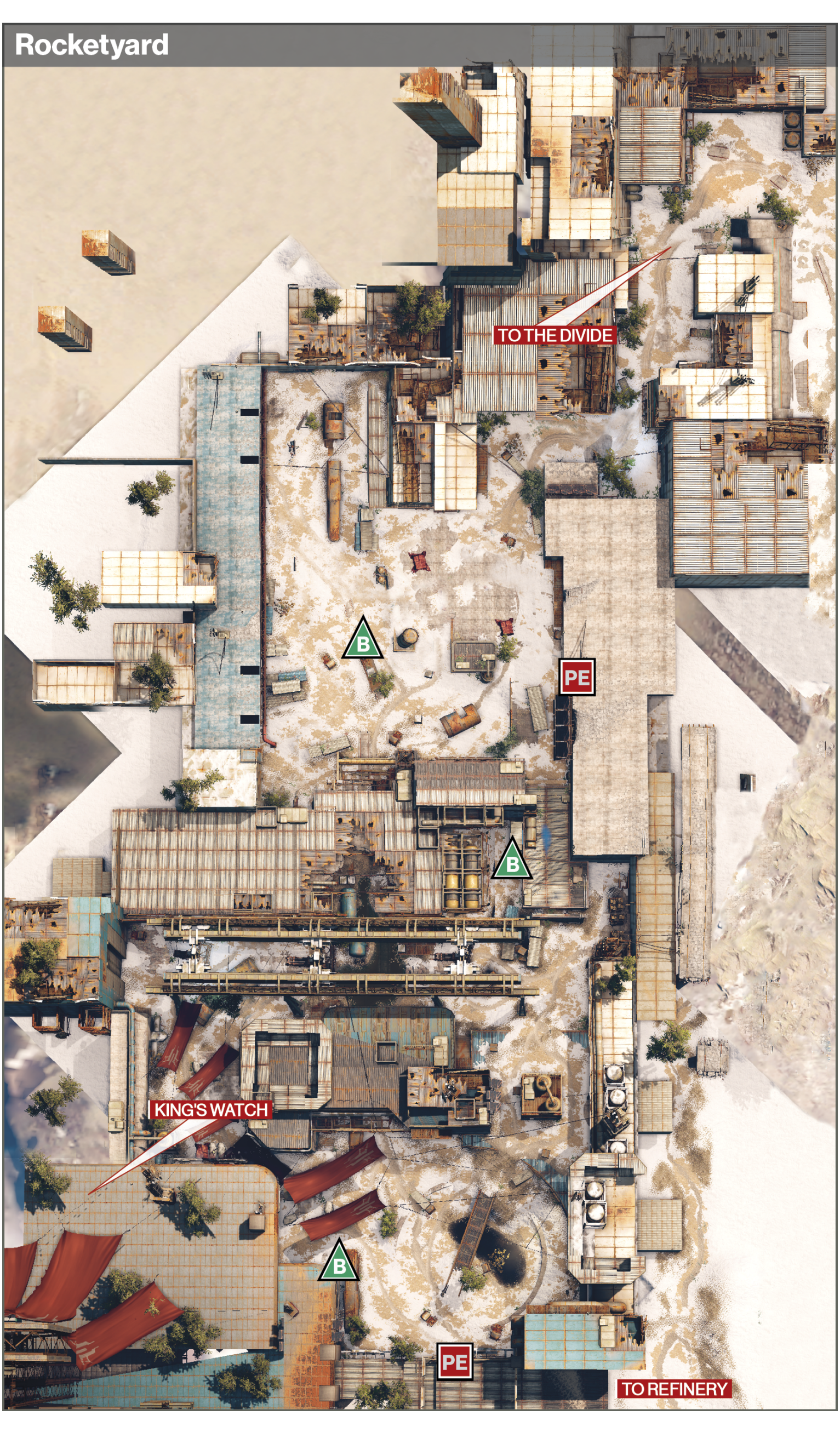
Objective: Hack the Mesh Generator



Once you clear out the Fallen and Hive, deploy your Ghost at the console so he can take down the barrier. There are three mesh layers for him to deactivate. Doing this takes time, and a wave of enemies attacks during all three. A nice perch atop a cargo container offers a good sniping position, but if you drop down, it can be tough for a teammate to reach you. Stick close to the others and work as a team to eliminate the incoming foes. This fight can get tough, so watch for Fireteam members who may need a hand. The opposition enters from several openings on the other side of the Refinery, so keep an eye on your radar to see where the threat lies. Have someone focused on taking out their snipers as they show up on the walkways.

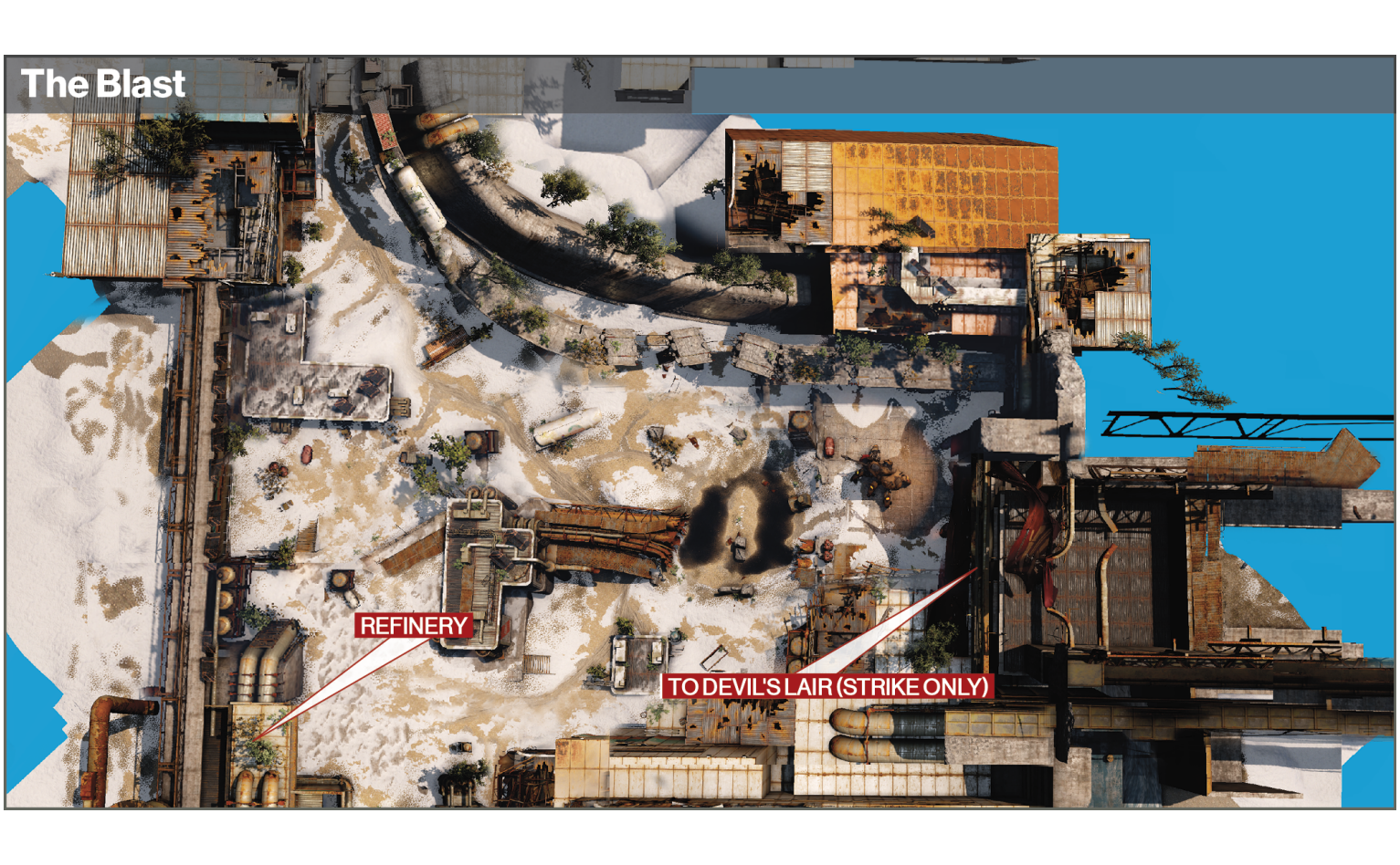
B Patrol Beacons are available only during the Patrol activity.

PE Public Events frequency: 25-35 minutes



Objective: Infiltrate Devils' Lair

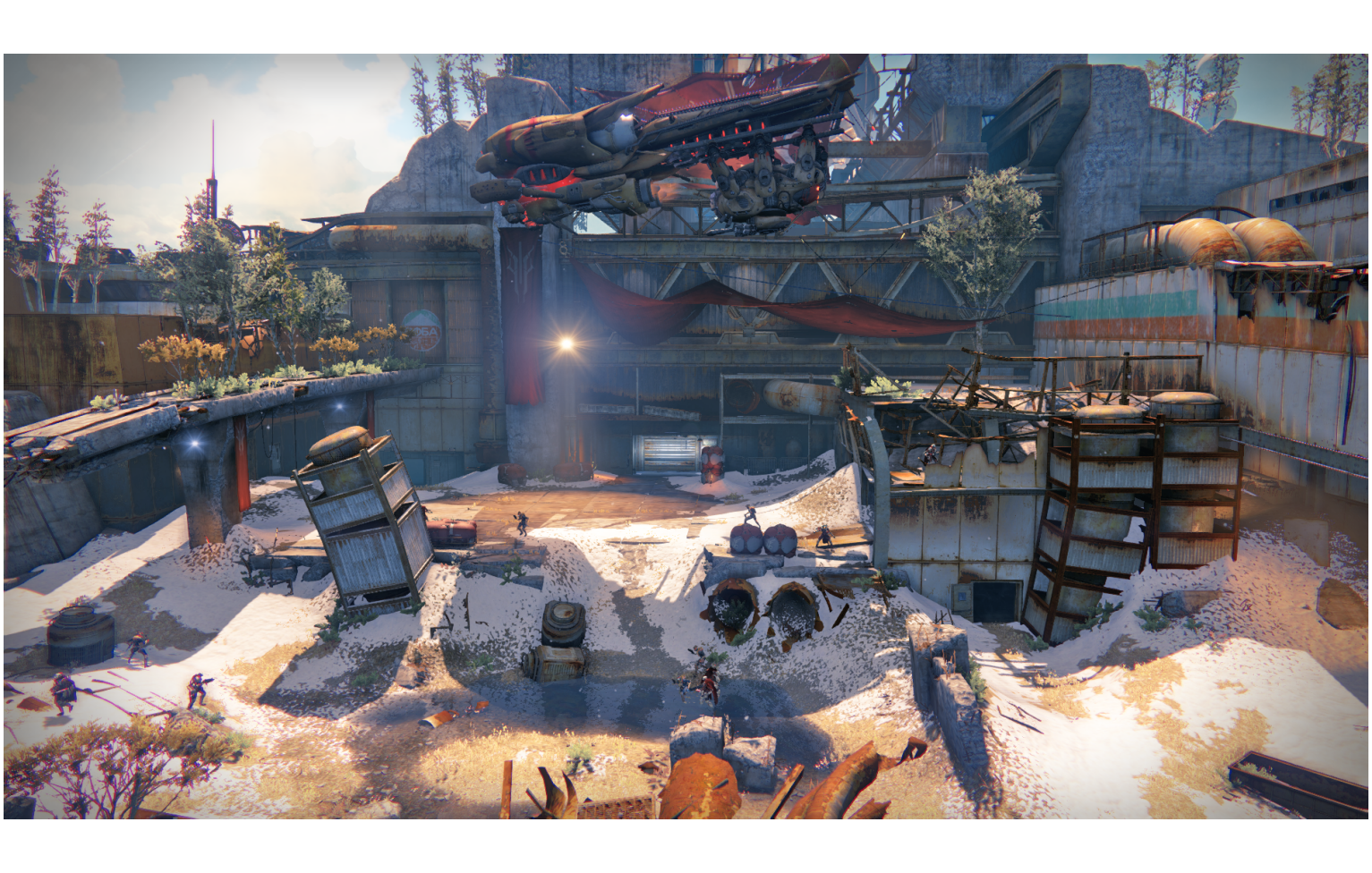
Once the third layer is deactivated, collect any loot lying around and exit through the opening on the right. Watch out for more Fallen as you follow the path out of the Refinery.



Objective: Cut through the Fallen

Location: The Blast

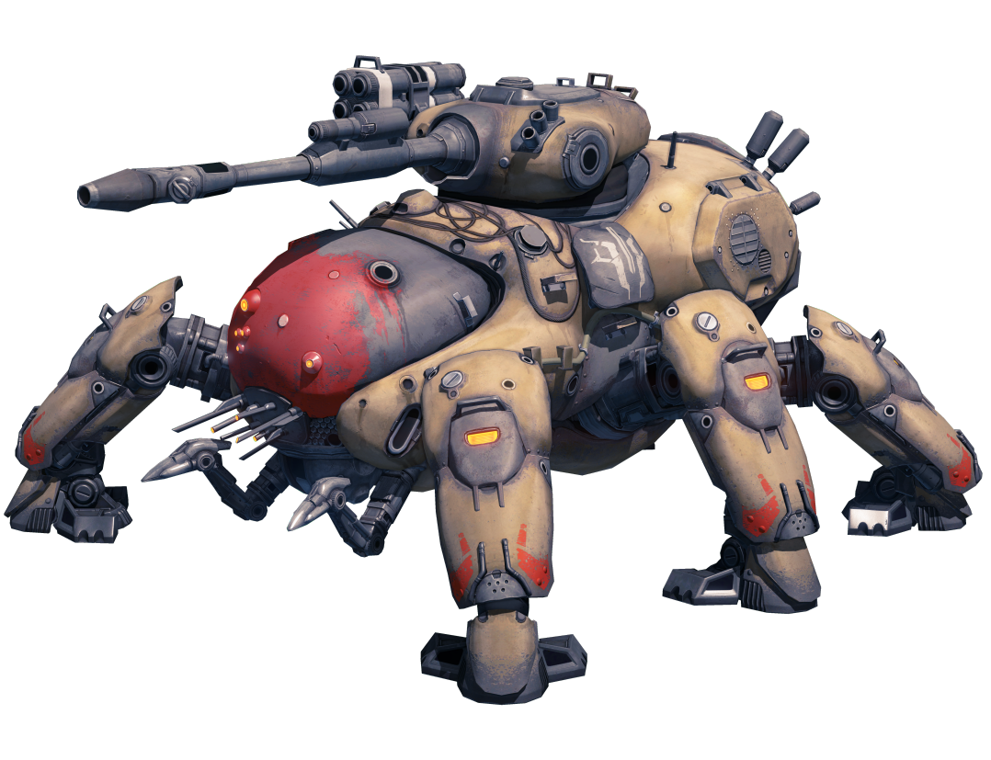
The entrance to The Devils' Lair is on the opposite side of the courtyard, but a big fight lies before it. Many Fallen Captains, Vandals, Dregs, and Shanks litter The Blast as you fight a Devil Walker. This big tank should be your primary target, but you should take care of the smaller Fallen whenever they cross your path. They also help boost your super, provide much-needed ammunition, and as a bonus they boost the kill count for the mission.



DEVIL WALKER

Weak Spots: Legs, Exposed Neck

Attacks: Cannon, Laser Array, Shock Grenade, Chaingun, Shanks, Push Back



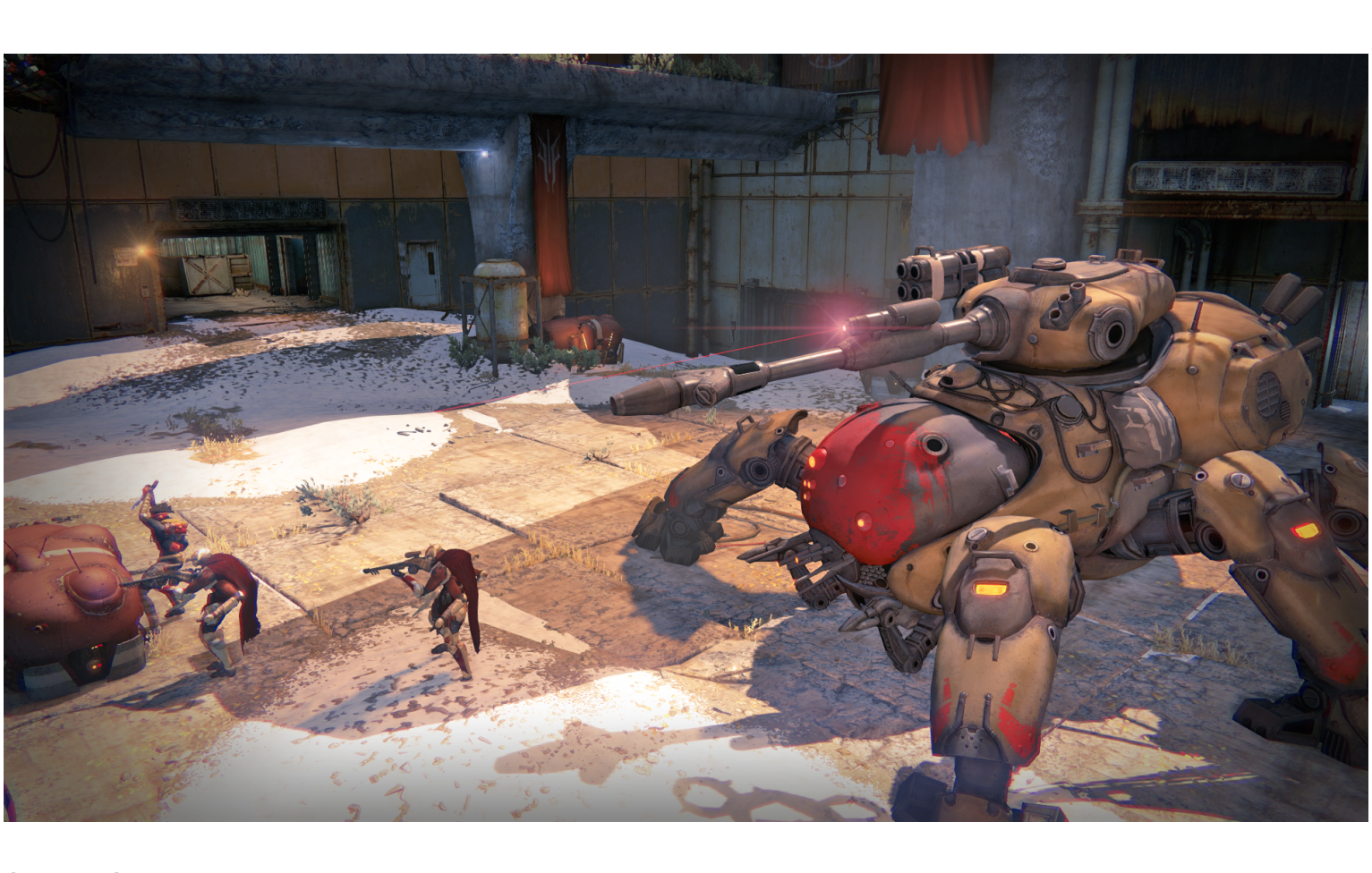
ATTACKS

Cannon:

The Devil Walker uses a red laser to aim a high-powered cannon. This devastating attack can easily take you out with a direct hit. It is slow to fire, giving you plenty of time to flee. The blast has a wide area of effect, so be sure to jump or run well out of range.

Laser Array:

Watch for blue sparks that appear on the left weapon, as they presage another powerful strike. It too delivers a decent blast radius, so it's a good idea to get out of the way when you see it charging up.



Shock Grenades:

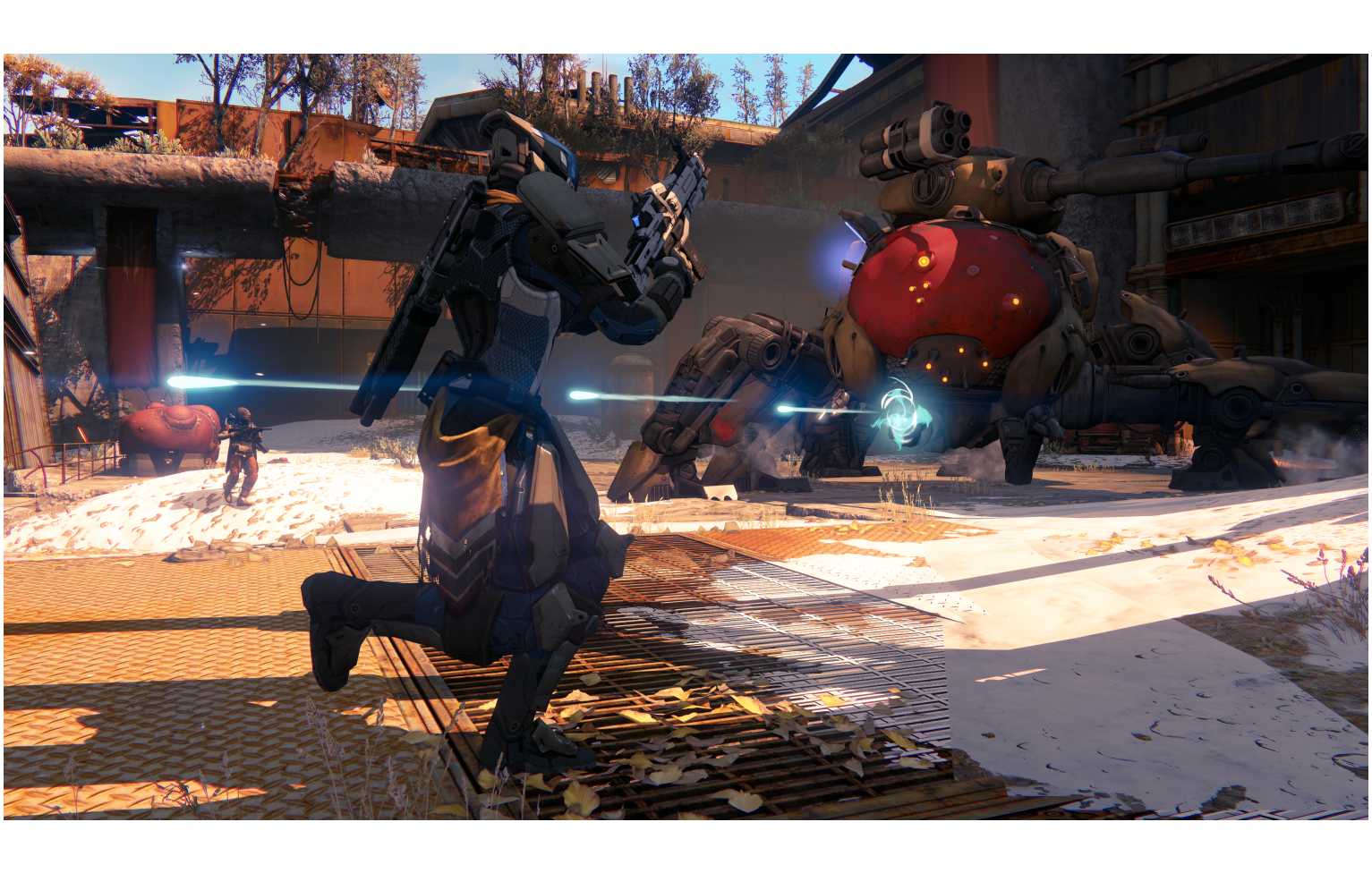
A small hatch opens on either side of the spider tank, and several grenades are released into the area. These explosives bounce around as they seek out nearby targets. You can destroy the grenade hatch when it's open, stopping the balls from being launched.

Shanks:

Stored inside the tank, Shanks are released from another opening just behind the grenades. This adds a few pests to the fight. You can destroy the Shank hatch when it's open, keeping the flying Fallen from joining the battle. This becomes a valuable strategy when the Epic Mission Modifier is active, as the Shanks gain Solar shields.

Chaingun:

The Devil Walker is equipped with a chaingun on the front of its head. It can tear through a player caught in its crosshairs. Duck behind cover or dodge to the side of the boss when you see the bullets flying.

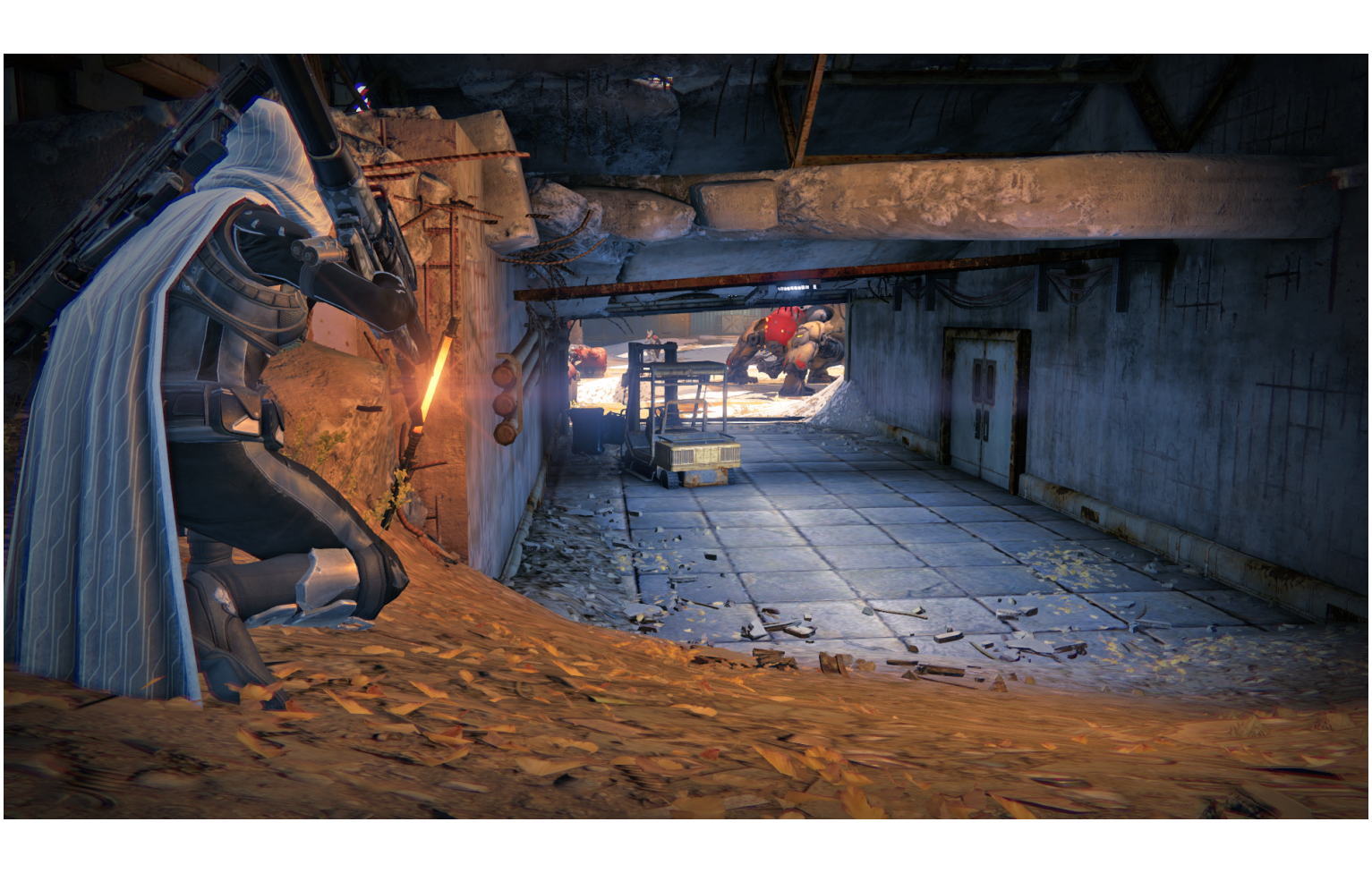


Push Back:

When a player gets close to the tank, the big machine uses a pulse attack to push away its aggressors.

Setting Up

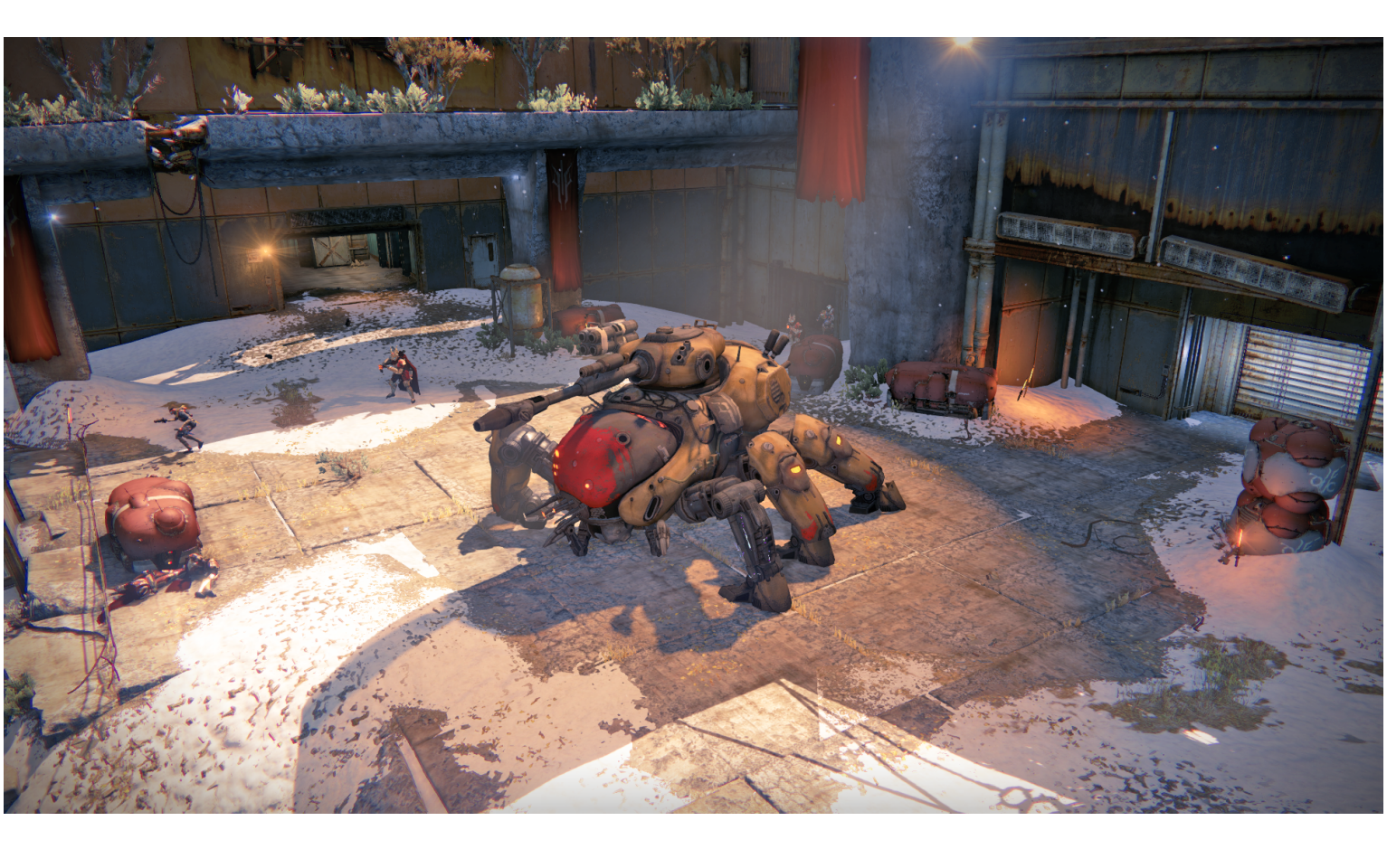
Immediately start clearing out the Fallen as the Devil Walker is dropped into The Blast. Once the lights come on the tank, it's vulnerable to your attacks, so look for a spot from which to fight. Be careful engaging the smaller Fallen out in the open, as it's easy to lose track of the boss in the process. Next thing you know, teammates are putting themselves at risk to revive you. Keep moving to avoid this scenario. However, you can kill the Fallen that spawn down by the pond for additional ammo. You will be shielded from the threat of the tank, but the Fallen still put up a fight. Still, fighting these foes for ammunition down here is a lot safer than fighting them out in the open.



Several locations around The Blast offer partial protection from the Fallen, while allowing you to pelt away at the tank. Be wary of the cannon and laser array attacks, as their blast radii are fairly large and can take you out no matter where you hide.

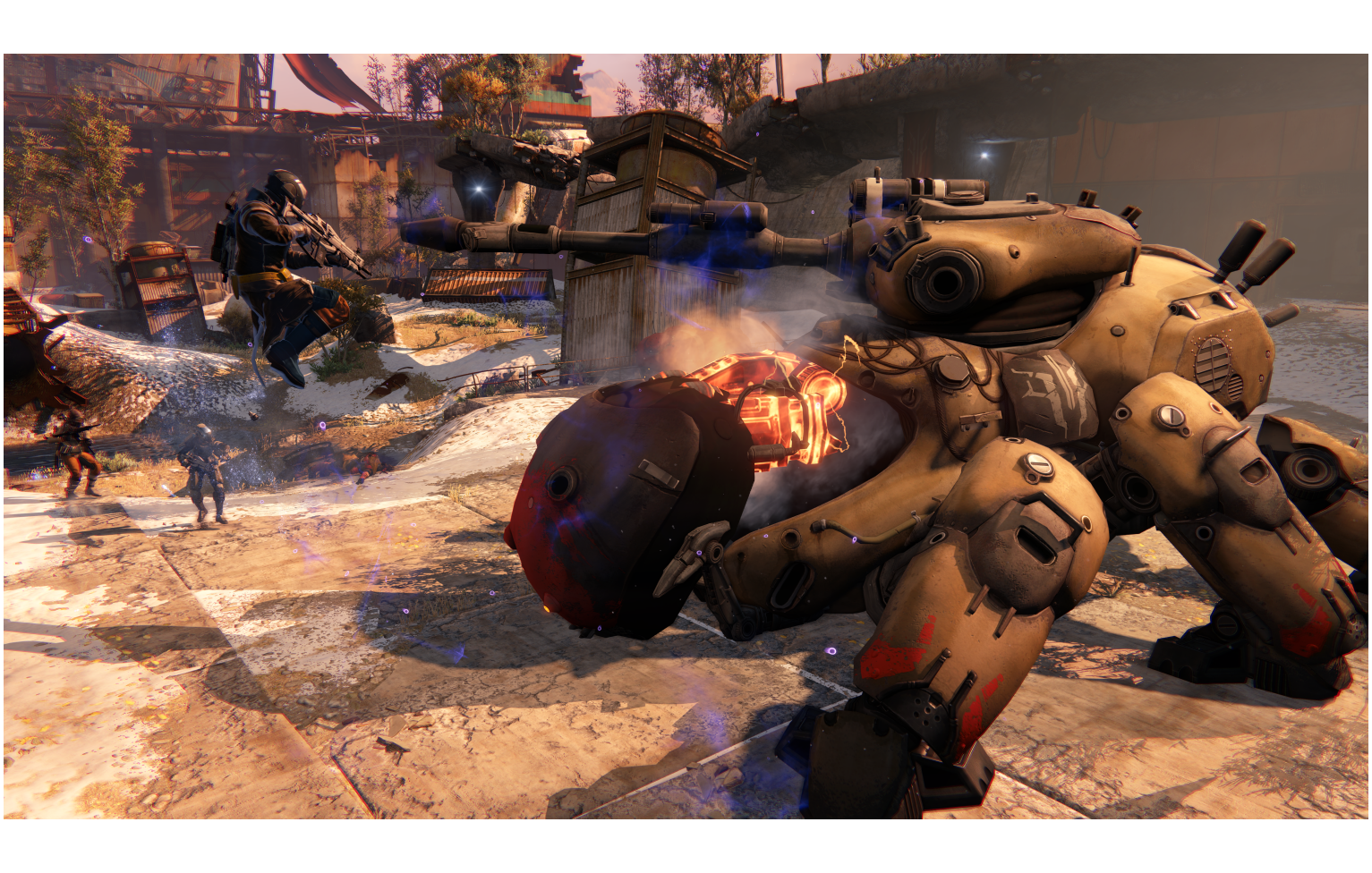
The first building you see offers great protection and a good vantage point for long range attacks. Jump to the top of this structure and use the barriers on top for cover. If you make your way to the structure on the far left, you can hang out at the bottom of the steps, ducking inside to avoid attacks. Sitting at the back of the right structure, you can hit the tank through a small opening, with plenty of space to the left for fleeing weapons fire. Near the zone's entrance, a building offers some protection as you shoot around the side or through the openings. Debris and old infrastructure offer plenty of cover alternatives.

Strategy

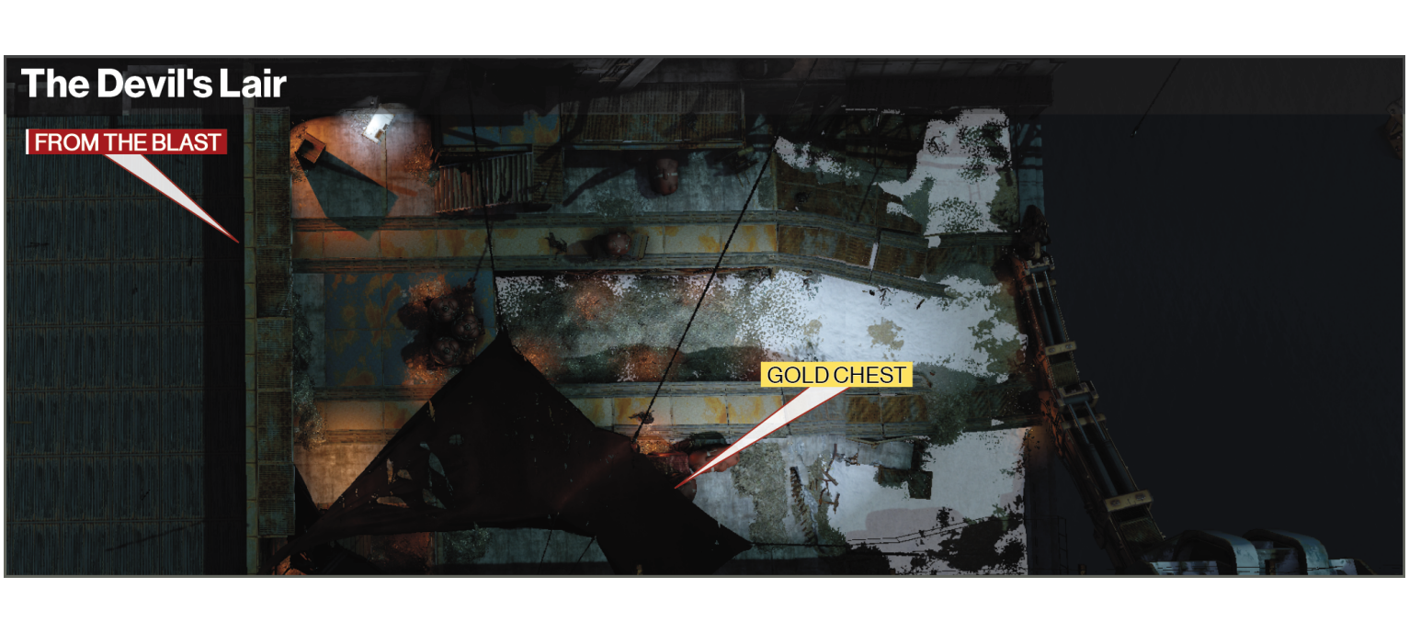


By spacing players a good distance apart, you can dilute the tank's focus. Staying bunched together offers the tank an easy opportunity to eliminate the entire party in one fell swoop. Be aware of your teammates' positions, and offer a hand if one goes down. The more players firing at the tank, the quicker it goes down.

Hitting the Devil Walker anywhere damages it, but its legs are weak spots. Have everyone target a leg, and eventually the armor is destroyed, causing the boss to collapse to the ground. At that point, its neck is exposed. Now you can concentrate on its innards. Use supers and grenades to speed up the kill. At this point, hitting the leg that was destroyed inflicts considerably less damage, so switch your focus to another intact leg and repeat.



The Devil Walker will die if you take out all six legs, but it's more efficient to hit the exposed neck. By concentrating your high-powered attacks on this spot, it's possible to defeat the boss with only three legs down.



Objective: Find Sepiks Prime

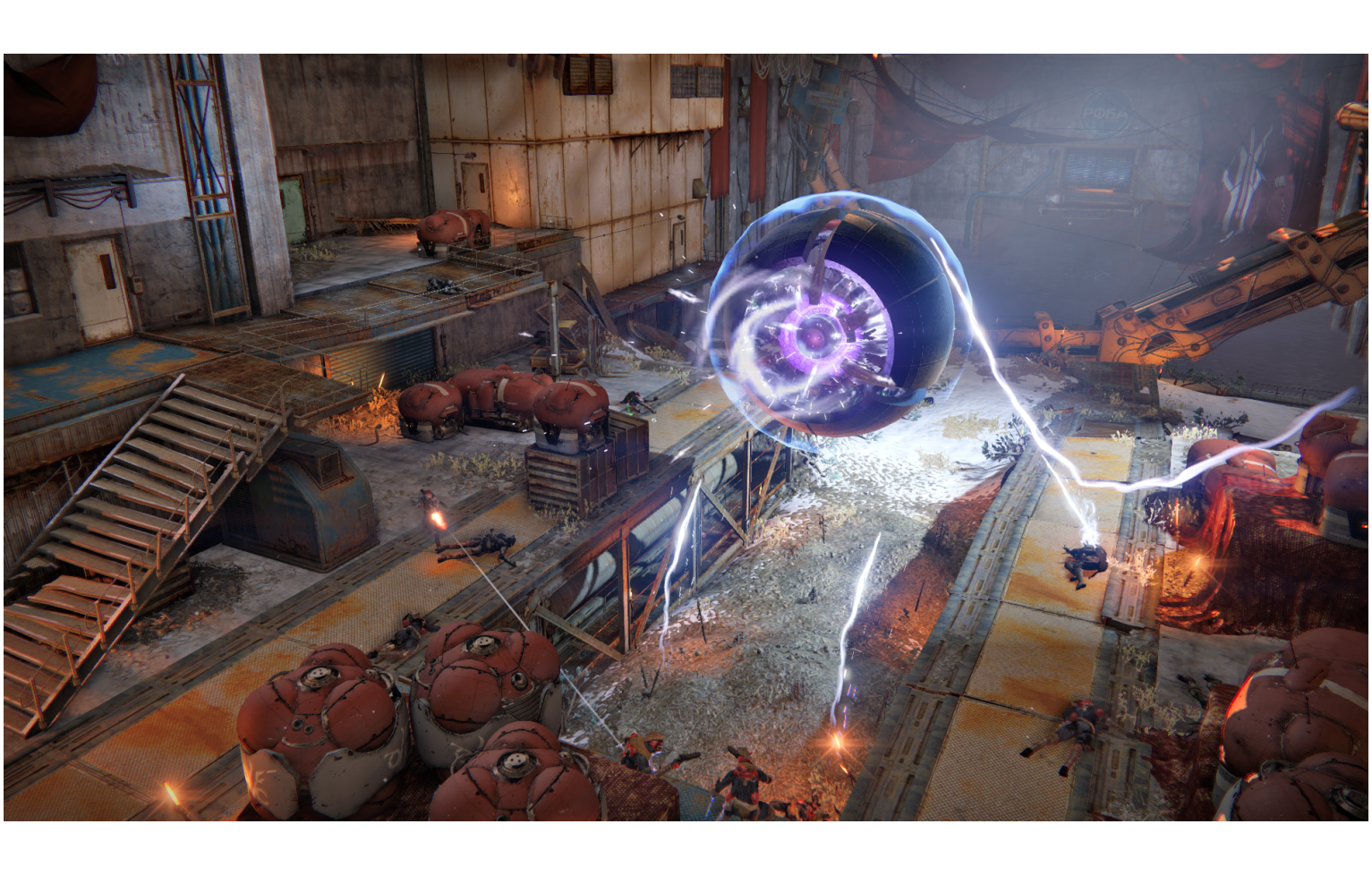
Location: The Devils' Lair

After you take down the Devil Walker, the exit opens as a few Fallen Dregs and Vandals enter. Mow them down as you proceed toward your objective. Follow the path up a few sets of stairs into The Devils' Lair.

Objective: Decimate the Fallen

Here you find your primary target, Sepiks Prime. Fallen guard the boss, so use the doorway and nearby machinery as cover and defeat the threat.

Objective: Destroy Sepiks Prime



Once you dispatch the initial group of Fallen, the huge Servitor boss drops its shield and becomes vulnerable. Stay alert as Fallen Shanks, Dregs, and Vandals join the fight at various stages. Exploit their dropped ammo and always be aware of where they are. The drop ships that bring the enemies also pose a threat, as they fire down on your team and drop grenades.

SEPIKS PRIME

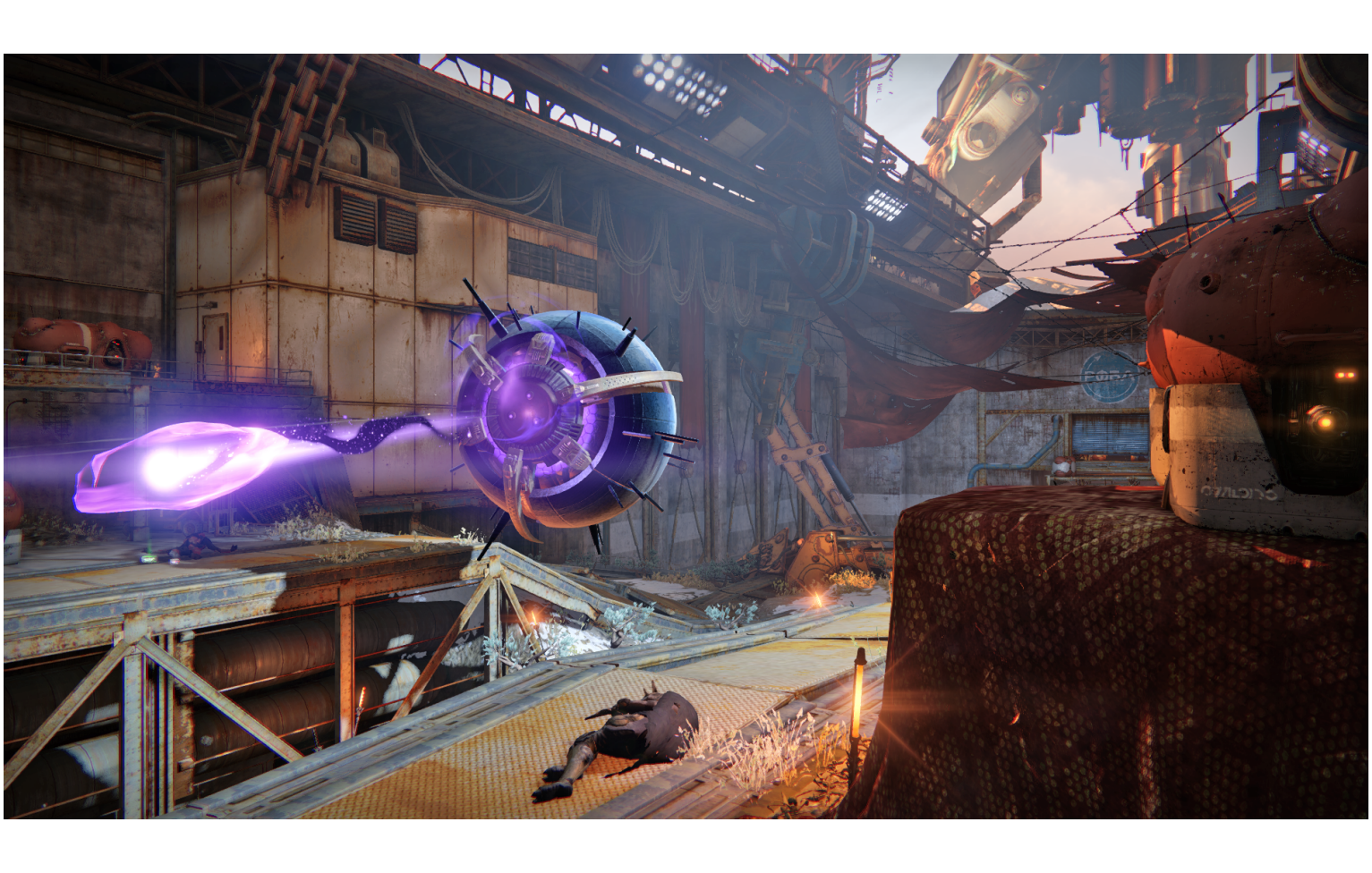
Weak Spot: Center of "Eye"

Attacks: Eye Blast, Push Back

ATTACKS

Eye Blast:

Sepiks Prime shoots an explosive projectile that delivers a moderate amount of damage. It fires quickly and accurately, but if you see it, you can avoid it by jumping out of the way.



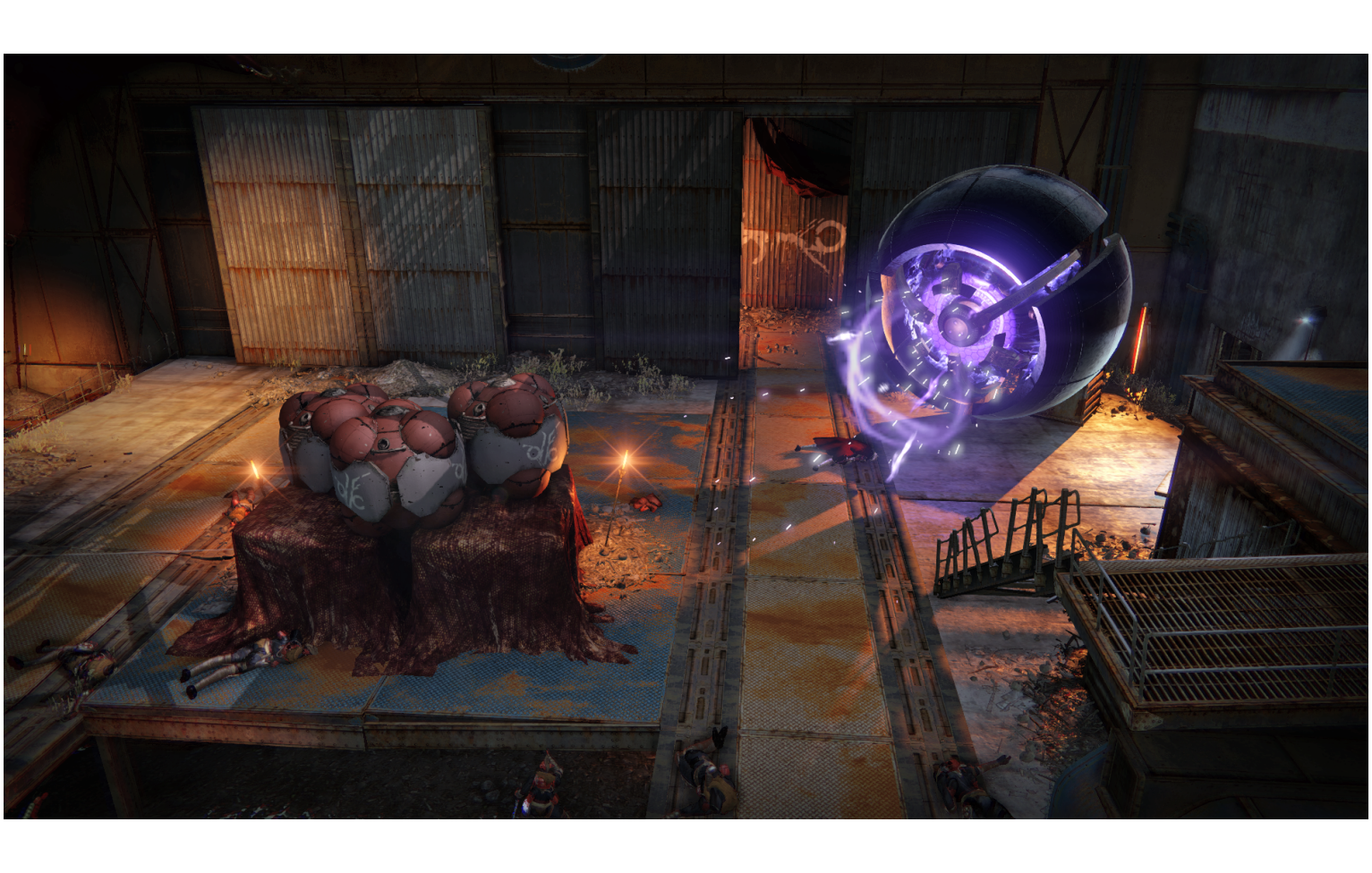
Push Back:

Get close to the boss Servitor, and it knocks you away with a quick area-of-effect maneuver.

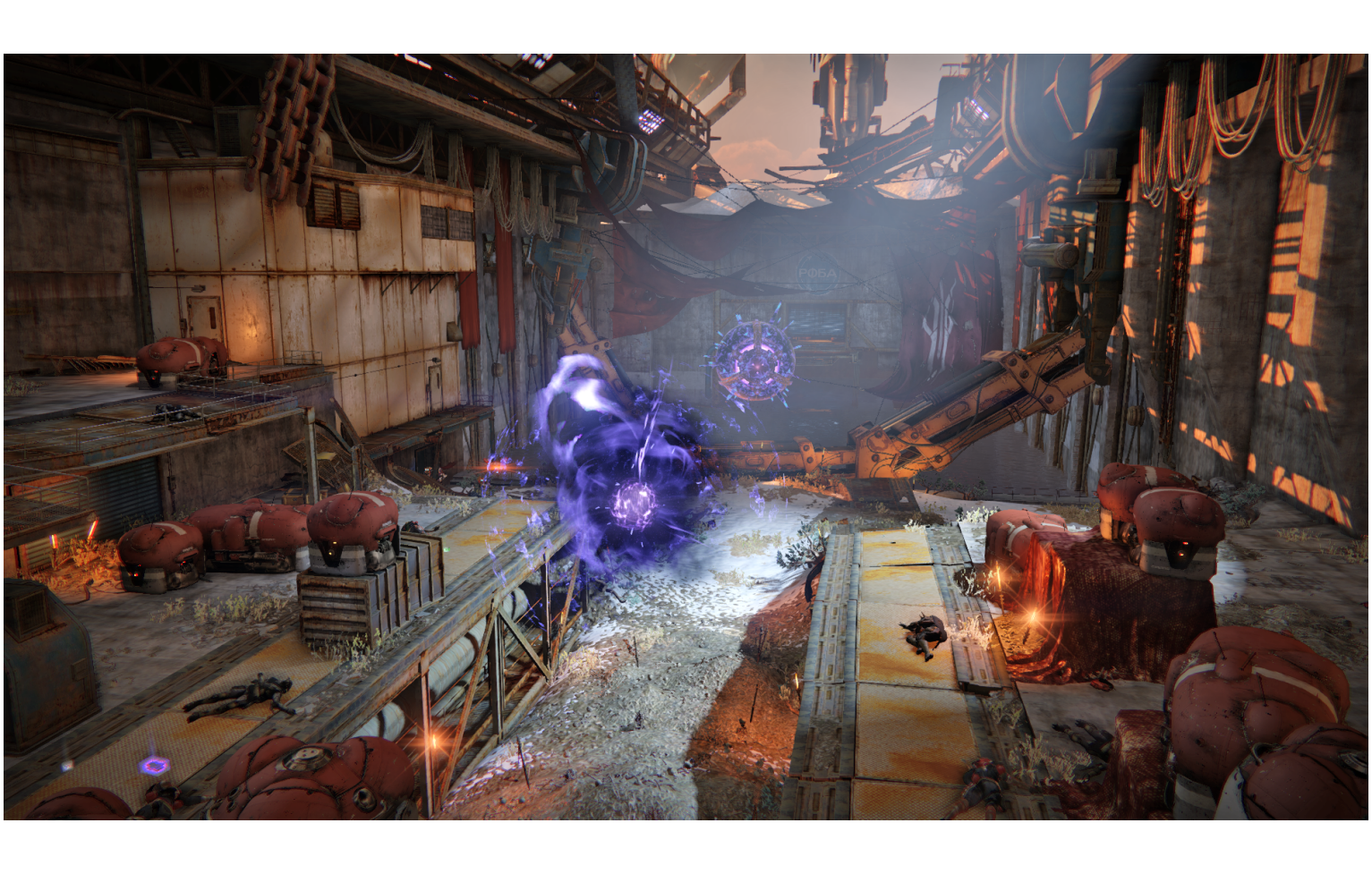
Strategy

A few locations offer some protection, but no single spot gives you a good shot on Sepiks Prime with complete cover—especially with Fallen Vandals, Dregs, and Shanks on the prowl. If you get into trouble, escape under the platform onto the left balcony, or into the room in the area's front-left corner.

The boss Servitor moves frequently as it teleports away from danger, making it easy for you to inadvertently waste a valuable super or explosive. Watch for it to phase out, as this lets you know it's switching positions.

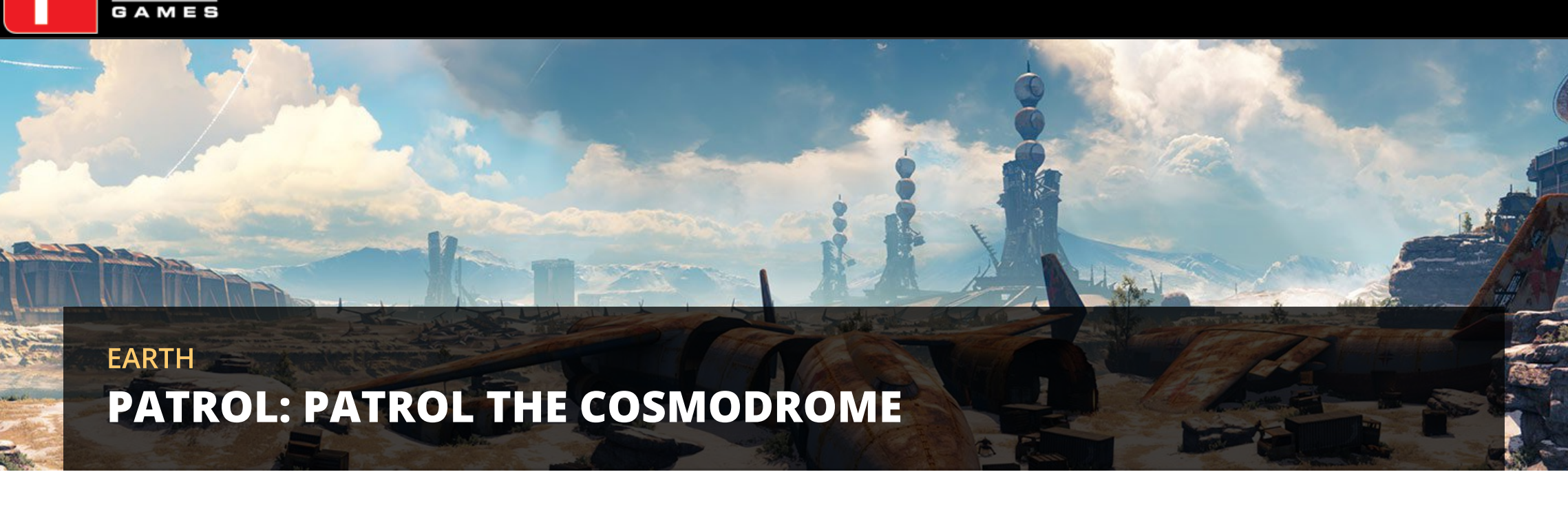


Fallen minions enter the arena as you make progress against the giant boss. Watch for the drop ship that brings them in, as it also fires on you. Try to keep cover between you and Sepiks Prime as you quickly dispose of them. If you're playing with the Epic Mission Modifier active, the Shanks are equipped with Solar shields, so it's a good idea to bring a Solar weapon to deal with them quickly.



Focus your attacks at the center of the Servitor's eye, as this is its weak spot. It has a lot of health, so the more damage you can inflict with each shot, the better. Continue to eat away at the boss until it's finally destroyed.

With Sepiks Prime out of the way, a 30-second timer counts down until you are automatically sent back to Orbit. This gives you time to collect any loot lying around the area. If you haven't already done so, grab the Gold Chest underneath the right platform.

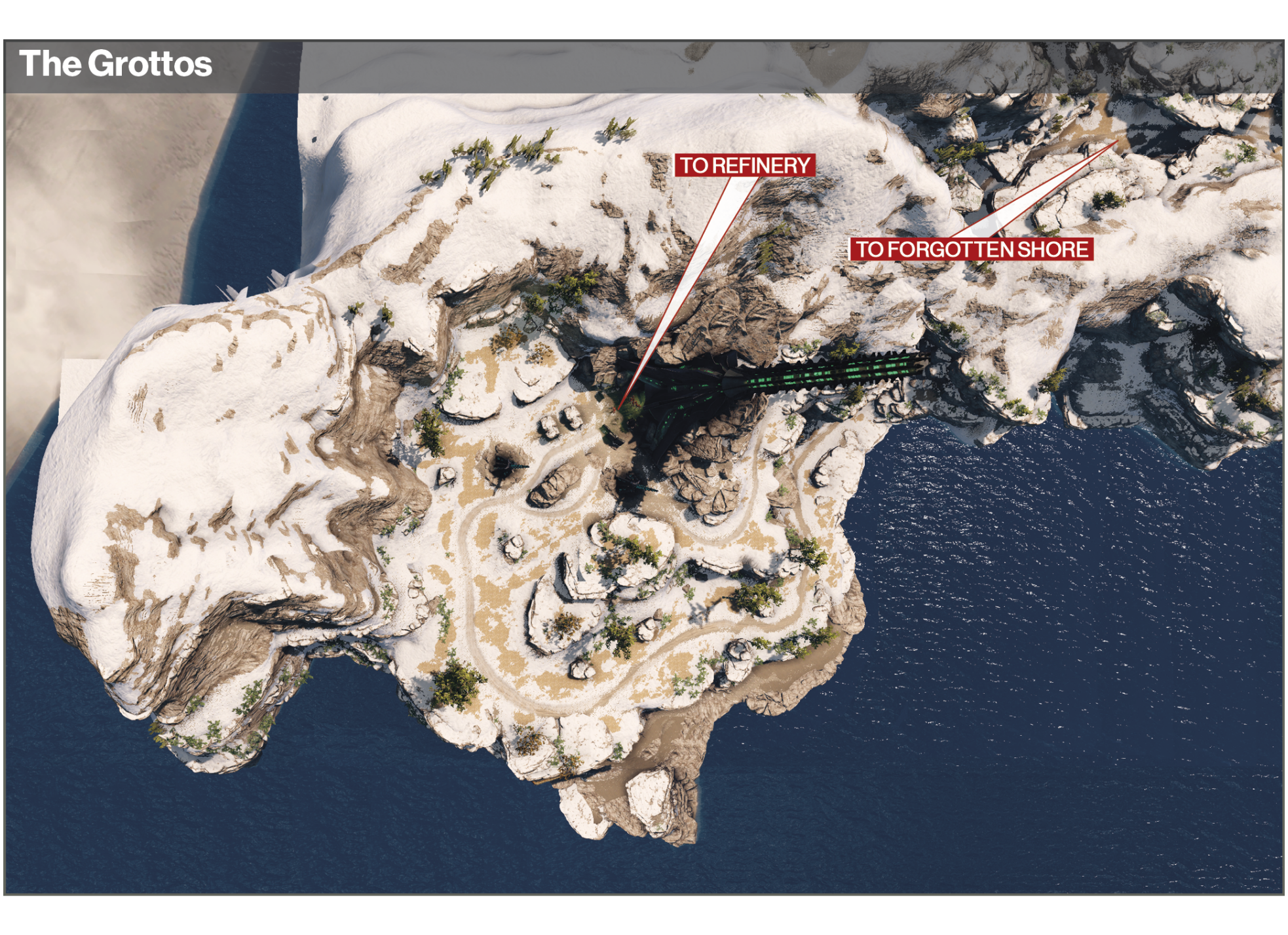


PATROL THE COSMODROME

Level 4 Patrol / The Steppes, Old Russia, Earth

Enemy Races: Fallen, Hive

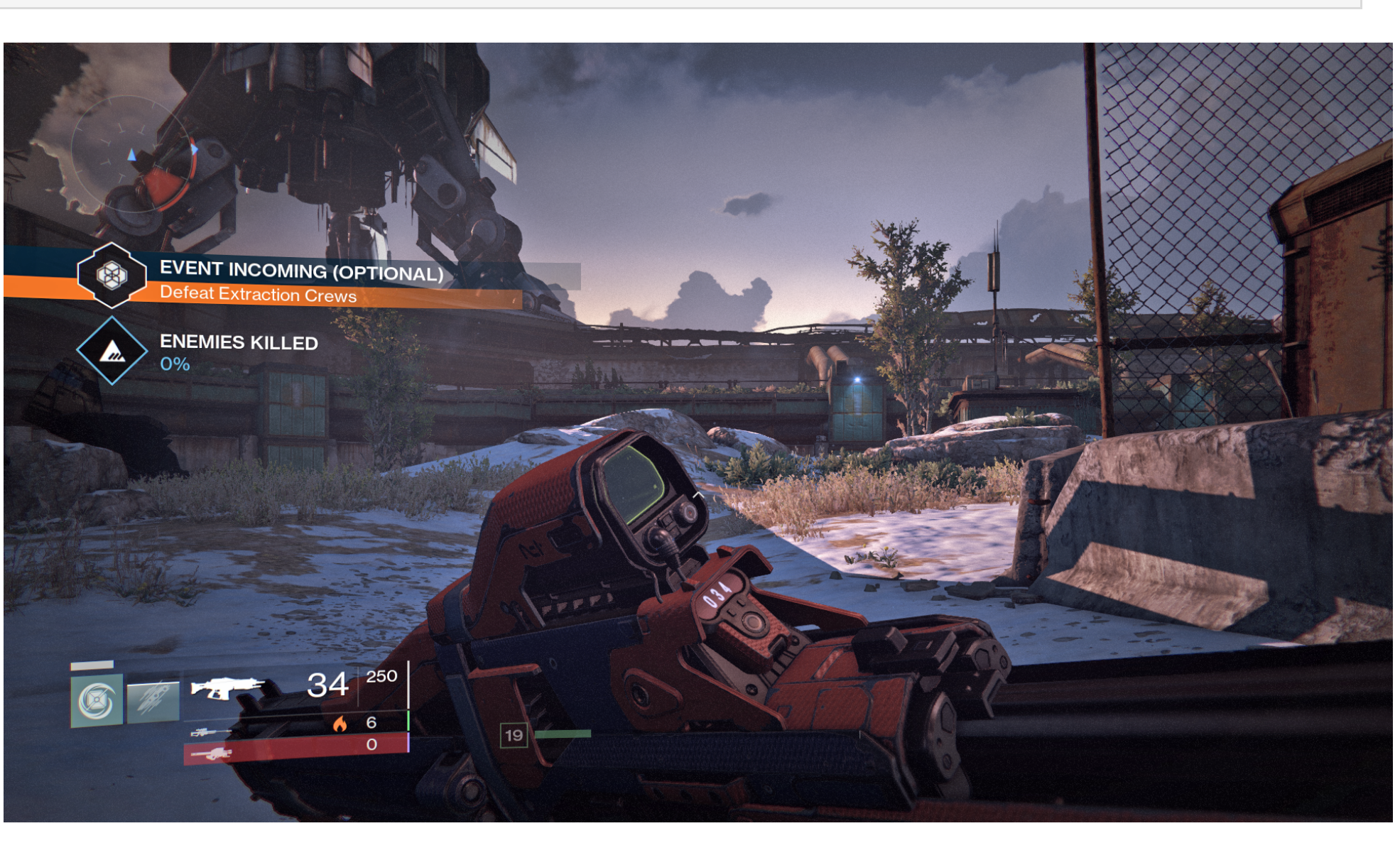
Rewards: Spinmetal, Vanguard Reputation



Patrol Missions

Access one of the many Beacons around Old Russia to acquire one of the following missions.

Mission Name	Description	Objective Location	Objective
Cosmodrome Cordon	Push our enemies from the areas surrounding the Cosmodrome.	Location w/ Enemies	Kill Enemies
Sweep and Clear	Punish the enemies of the Light for committing forces to the Cosmodrome.	Location w/ Enemies	Kill Enemies
All in the Game	Kill scavenging Fallen and search their bodies for Wire Wraps.	Location w/ Fallen	Collect Wire Wraps
Reckon Their Sins	Kill Fallen and collect their Temper Cloth and the data filaments within.	Location w/ Fallen	Collect Temper Cloth
Deny Their Power	Kill Fallen and recover the Shock Cores they use to charge their weapons and equipment.	Location w/ Fallen	Capture Shock Cores
Rites of Obedience	Kill Dreg specimens and collect their nerve interface Docking Caps for study.	Location w/ Fallen Dregs	Collect Docking Caps
Ether Hunt	Take out Fallen Dregs and Vandals and gather the Ether Sups they depend on for life.	Location w/ Fallen Dregs and Vandals	Recover Ether Sups
Proxy War	Shoot down Fallen Shanks and recover their Fusor Proxy Drives for disassembly.	Location w/ Fallen Shanks	Salvage Fusor Proxy Drives
Low Flying Defense Drones	Look for Swivel Turrets in the wreck of Fallen Shanks. They're valuable salvage.	Location w/ Fallen Shanks	Collect Swivel Turrets
Induction to Pain	Search Fallen Vandals for Induction Rods, full of useful energy systems.	Location w/ Fallen Vandals	Collect Induction Rods
Dust to Dust	Gather Marrow Dust, a superb solvent, from defeated Hive warriors.	Location w/ Hive	Collect Marrow Dust
Husk Harvest	Search dead Hive for Husk Flakes, peeled from their grotesque armor.	Location w/ Hive	Collect Husk Flakes
Carcinomaly	Scan the Hive biomass and send the information to the Cryptarch.	Lunar Complex	Transmit Data
Touchy Little Things	Scan the Fallen sensors and transmit the data back to the Cryptarch.	Dock 13	Scan Sensors
Classical Vacuum	Dead Orbit is looking for aerospace telemetry from the Golden Age.	Dock 13	Analyze Computer
Classical Vacuum II	Analyze the crashed ship's flight computer to aid Dead Orbit avionics design.	Skywatch	Analyze Ship
Objekt 630	Get a sample of iridium and depleted uranium to aid Future War Cult's weapons program.	The Divide	Scan Munitions
Specific Impulse	Future War Cult wants a fuel sample analysis from the Golden Age.	Refinery	Transmit Analysis
History of Flight	Retrieve flight records and analysis for New Monarchy.	Mothyards	Download Data
Still in the Dark...	Download facility blueprints for New Monarchy.	The Steppes	Recover Secrets
Surface Detail	Recover Golden Age materials data culled from Cosmodrome systems for Eva Levante.	Lunar Complex	Transmit Data
The Helium Cantata	Analyze the neutron print left by fusion reactions and send any data back to Eva Levante.	Rocket Yard	Send Analysis
Verbal Space Program	Transmit the data in the flight recorder to aid Holliday.	The Steppes	Transmit Recorder
Brachistochrone Trajectory	Trawl for navigational data to send to Holliday.	The Forgotten Shore	Transmit Data
Terminal Ballistics	Send Banshee-44 intelligence on enemy weapons to aid in bettering our own.	The Forgotten Shore	Send Plans
Throw Weight	Analyze onboard armament for Banshee-44.	Skywatch	Send Analysis
Four Arms Good, Two Arms Better	An ambitious Dreg with a small warband plans to rally a raiding force. Eliminate them.	Lunar Complex	Kill Fallen Target
Exalted Hive	Kill the Hive Knight whose presence rallies forces in this area.	Refinery	Eliminate Hive Target
Sever Connection	A powerful Fallen Servitor is accessing our old networks. It must be stopped.	The Breach	Destroy Servitor Target
Ether Denial	A powerful Servitor is scouring the area for mass and energy to refine into Ether.	Terrestrial Complex	Destroy Servitor Target
Shanks for the Memories	Seek out and destroy a Fallen Shank scavenging lost Golden Age technology.	Lunar Complex	Eliminate Shank
Fight the Good Fight	Eliminate a Fallen Vandal heading a crew holed up inside the Wall.	The Breach	Kill Vandal Target
Evict Salvage Crew	Track down a Fallen Vandal whose crew has laid claim to a Golden Age ruin.	Terrestrial Complex	Kill Vandal Target
A Dying Breed	A powerful Hive Wizard is nurturing the seeding of the Cosmodrome. It must be destroyed.	Refinery	Kill Hive Target
Troll Patrol	Bring down a frenzied Hive Ogre and scatter its attendants.	The Breach	Stop Enemy
Pretty Clear Picture	Find a good vantage point to survey the area.	Skywatch	Scout Area
Scrap Assessor	Provide an audit of potentially salvageable wreckage in the area.	The Blast	Review Area
Hole in the Wall	Survey the small cave system in the Mothyards.	Mothyards	Survey Caves
Southside Holding	Investigate the Cosmodrome tunnels in the Steppes.	The Steppes	Scout Tunnels
News from Beyond	Provide a status report on the Dome Array.	Terrestrial Complex	Survey Area
High and Dry	Provide a scouting report of the wreckage and enemy presence in the area.	The Forgotten Shore	Scout Area
Like a Bunch of Ants	Provide an accurate estimate of enemy power in The Divide.	The Divide	Scout Enemy
Dark at the End of the Tunnel	Map the entrance to the Hive tunnels.	Refinery	Map Entrance
Field Report	Provide an assessment of the enemy battlefield.	Rocket Yard	Scout Battlefield



Public Events

Several Public Events occur around Old Russia. If you see one pop up while exploring a public area, simply join in to participate. Help your fellow Guardians with the objective and earn a Bronze, Silver, or Gold Tier based on how well the group does. Be sure to grab a reward from the Vanguard for completing your first Gold Tier Public Event each day. This can be picked up at The Tower from the Postmaster. Check the maps at the start of the Earth chapter to find out where the events occur and how often.

Defend the Warsat

Locations: Mothyards, Forgotten Shore, Skywatch

A flash of light represents the touchdown of a Warsat in the area, as a one-minute timer starts to count down. One Guardian must deploy their Ghost to start the event. A circle appears around the satellite. As you stand inside it, a meter starts to fill with a number inside. Your objective is to guard the Warsat until the number reaches 100. Step out of the circle, and the meter pauses. The more Guardians that are linked (standing inside the circle), the faster the meter fills. Enemies constantly drop in as a timer counts down from four minutes. In Skywatch, it's possible to have two Factions—the Fallen and Hive—attacking the Warsat.

Eliminate the Target

Locations: Mothyards, Forgotten Shore, Rocketyard

An enemy appears in the area and slowly makes its way to a certain destination. Your objective is simply to eliminate it before it gets there. It is always a special enemy with more Vitality and aggressive behavior than the norm. Its progress through five checkpoints is displayed on the left, along with a timer. To complete the event, take down the enemy before the timer expires and the foe reaches checkpoint 5.

Defeat Extraction Crews

Locations: The Steppes, Mothyards, Forgotten Shore

A crew of Fallen drop into the area as they attempt to extract precious Glimmer. The Guardians must clear the drill site by killing all of the Fallen. Once one crew is defeated, a second shows up elsewhere in the zone. Clear out three drill sites to complete the event and earn a Gold Tier.

Destroy Fallen Walker

Location: The Divide

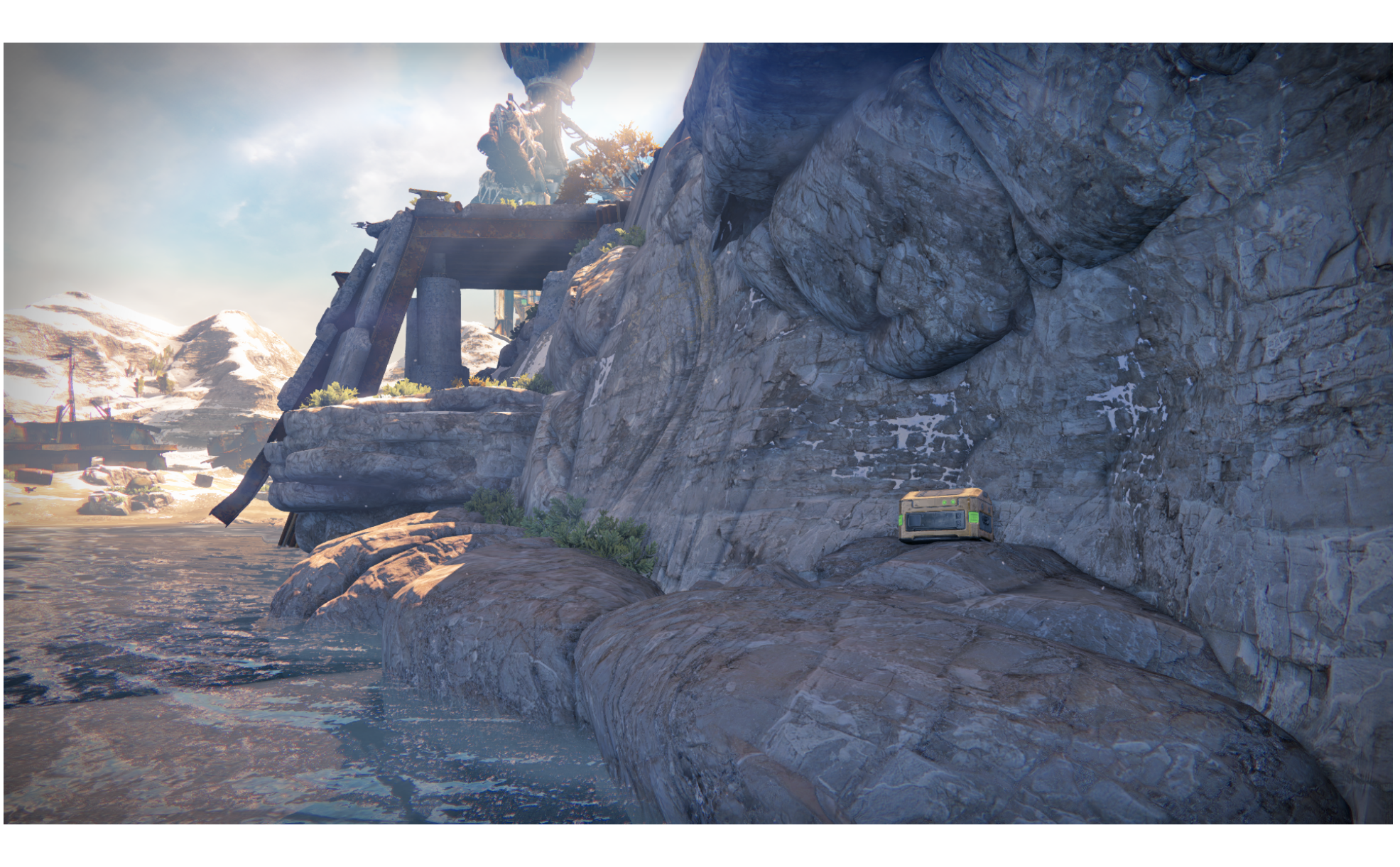
In the Divide, a Fallen drop ship delivers a Devil Walker into the public space. Now it's up to the Guardians to defeat the tank before it causes too much trouble. Take down the target in the same manner as in the Strike, Devils' Lair. Do this before the five-minute timer reaches zero to complete the event with a Gold Tier. Remember that it's invulnerable until its lights come on.

Gold Chests

1:The Steppes to Dock 13

From the Steppes, enter the building that leads to Dock 13 and move into the next room. A Gold Chest rests in plain view atop a desk.

2:Forgotten Shore



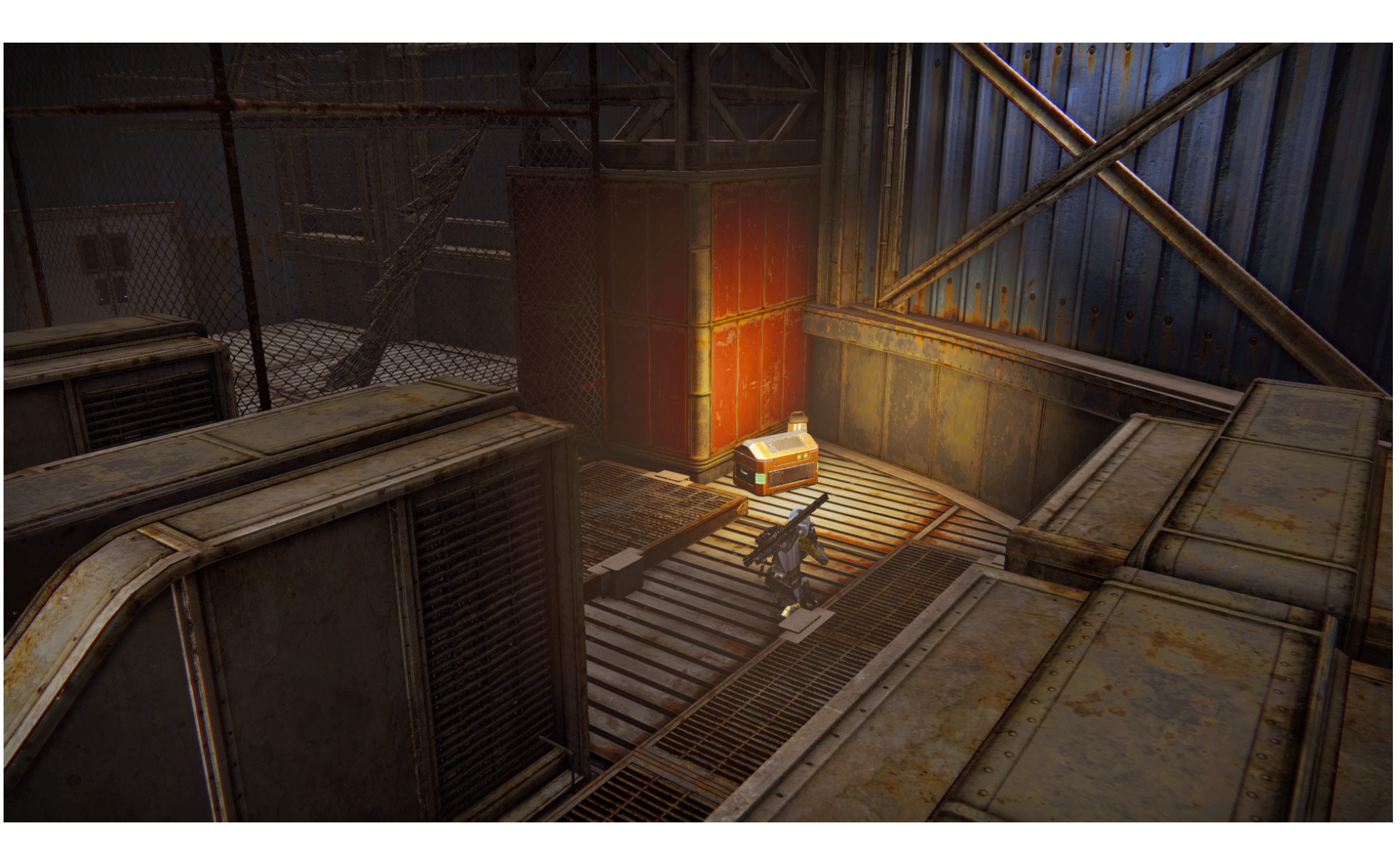
At the base of the Forgotten Shore cliff, located just below the Terrestrial Complex, a Gold Chest lies next to the water. You can walk or even drive with the Sparrow through the lighter colored water.

3:Forgotten Shore to Mothyards

Enter the path from Forgotten Shores toward Mothyards, and follow it as it curves left and then back right. Turn to the right side and spot the water falling in front of a cave. A Gold Chest sits inside.

4:Lunar Complex

Inside the room where you took down the Hive Wizard during The Dark Within. Jump onto the room on the left and search the back side to find the chest.



5:Devils' Lair

This Gold Chest is accessible only during the Devils' Lair Strike. Either during the fight with Sepiks Prime or just after defeating it, search under the right platform.

Dead Ghost Locations

1 Breach

During the intro mission, as you pass through the Breach, a group of Fallen wait for you in the final room. Clear out the enemies and return to the steps that descend into the middle of the room. This Ghost sits just to the left.

2 Breach

Inside the Breach, in the hallway just around the corner from where you find your first gun, you can see an opening above. It's hard to spot in the dark, though it's easier to see when coming from the Divide. Look for the shadow from the dangling metal on the left wall. It's possible to stand directly below it, jump straight up, and snag it from above. To reach the platform it rests on, you must have some kind of double jump.

3 The Divide

In the Divide, straight out from the Breach exit, a sign stretches above the path. Jump onto the building on the left and then up to this sign. A Ghost sits on the back.

4 The Divide

Look for the tube near the exit to Rocketyard. Lying inside is another Dead Ghost.

5 The Steppes

Find the largest structure in the middle of the Steppes, where a group of Fallen patrols the area. Next door, a smaller building holds another Dead Ghost, lying in the corner.

6 The Steppes to Mothyards

Drop into the valley between the Steppes and Mothyards. Search in the grass against the wall. You find a Dead Ghost there.

7 Mothyards

Search for a small cave opening in the rocky wall in Mothyards, just to the right of the path to Forgotten Shore. It's too high to simply jump from the ground, so run up the partially buried wing. Double jump off the end and enter the hole to find a couple Fallen and a Dead Ghost.

8 Lunar Complex

Inside the pitch-black room where you were first introduced to the Hive Thralls, hug the right wall until you reach the second computer. A Dead Ghost sits on top of it.

9 Skywatch

Hop over the railing next to the helicopters to land on a rocky path below. Enter the opening in the wall and search to the right to find the Ghost.

10 Terrestrial Complex

Enter the Terrestrial Complex from Forgotten Shore. After you pass through a couple rooms, look for lockers on the right side. One is open, revealing a Dead Ghost.

11 Rocketyard

Entering from the Divide, hug the left side of the area. Double jump onto the first building you reach to find a Dead Ghost. If you can't get up there with your jump, this building is easier to access from the back side.

12 Forgotten Shore

From the central patrol beacon, head down the slope to find a partially buried boat. The ship's bridge holds a Dead Ghost.

13 Refinery

Deep inside the Refinery, just before you reach the Grottos, a small room is accessible on the right side. Enter through either door and search the shelves for the Dead Ghost.

14 The Blast

Enter the building in the far-left corner, just left of the Devil Walker. Climb the steps to the second floor and grab the Dead Ghost that rests on the desk straight ahead.

15 The Grottos

Enter the Grottos from Forgotten Shore, and stick close to the water as it leads to a lower area. Continue to the far end to find the Dead Ghost.

16 Forgotten Shore: Bunker RAS-2

Inside the dilapidated building next to the water, descend the steps all the way into Bunker RAS-2. A Dead Ghost is hidden below the bottom steps.

MOON

OVERVIEW

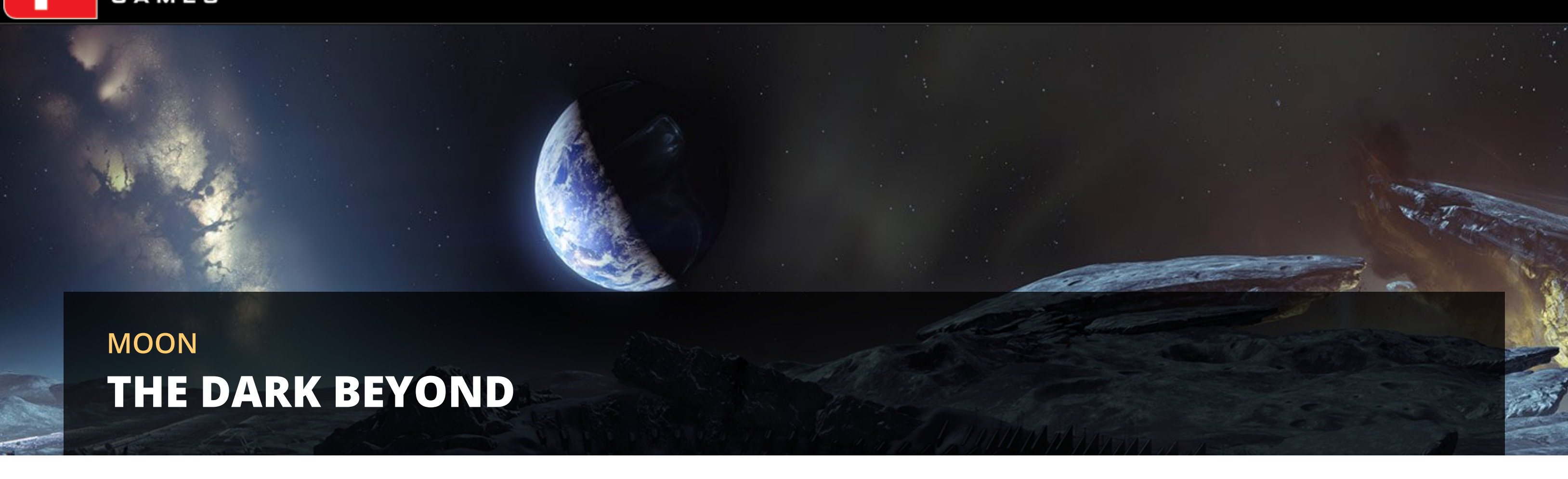
The Moon's scars are a reminder of how fragile our existence is and a warning that a great threat stirs beneath its fractured surface. The remains of Golden Age research stations are the only signs that human life ever thrived here. Surrendered to the Hive during the darkest days of the Collapse, stories tell of the Moon as a haunted place, but few believed the Hive still festered there. Most believing their ancient terror had long faded to nightmarish memory. How wrong we were. For centuries… maybe longer… the Hive have been burrowing through the Moon's core, carving a stronghold, a fortress to house an army for the coming war.

Resource:

Helium Filaments

Enemy Races (Faction):

Fallen (House of Wolves, House of Exile), Hive (Spawn of Crota, The Hidden Swarm)



THE DARK BEYOND

Level 6 Story / Archer’s Line, Ocean of Storms, Moon

Enemy Races: Fallen, Hive

Suggested Damage Types: Arc, Solar

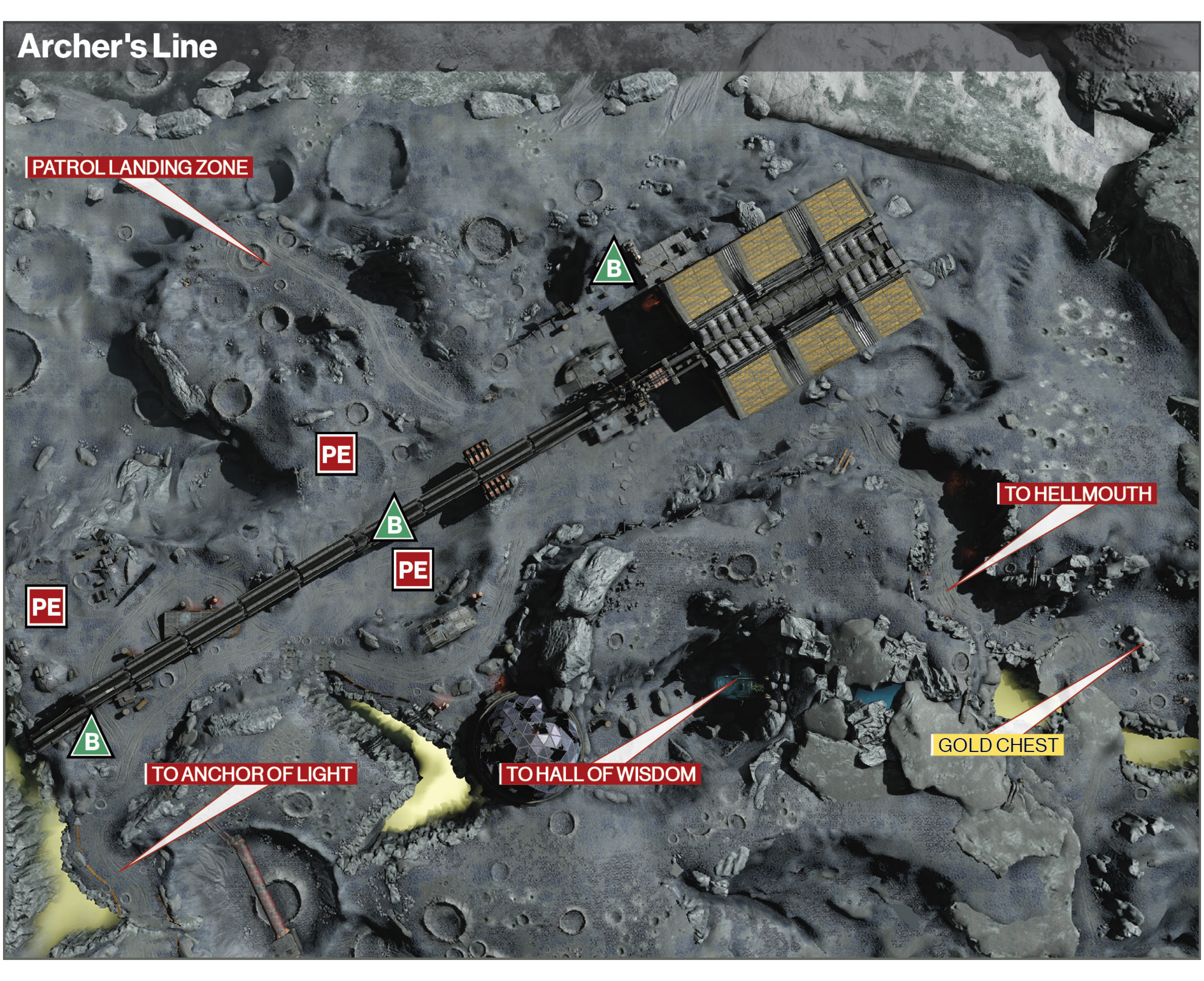
Rewards: XP Bonus, Special Weapon Upgrade

Missions Unlocked: The World’s Grave, The Sword of Crota, Chamber of Night, Patrol the Moon

Combatant Changes With Heroic Or Epic Mission Modifier

Objective	Combatant Changes	Tip
Kill the Fallen – Final Group from drop ship	-1 Fallen Captain+1 Major Captain	This shielded enemy becomes a bigger threat as his Vitality and aggressiveness go up.
Resist the Hive – Initial Hive Rush	-3 Acolytes-1 Knight+3 Major Acolytes+1 Major Knight+3 Thrall	The Major Knight is extremely aggressive with his Boomer. Stay on the move to avoid being taken out with it as you dispose of the lesser Hive first.
Resist the Hive – Wizard	+3 Thrall	—

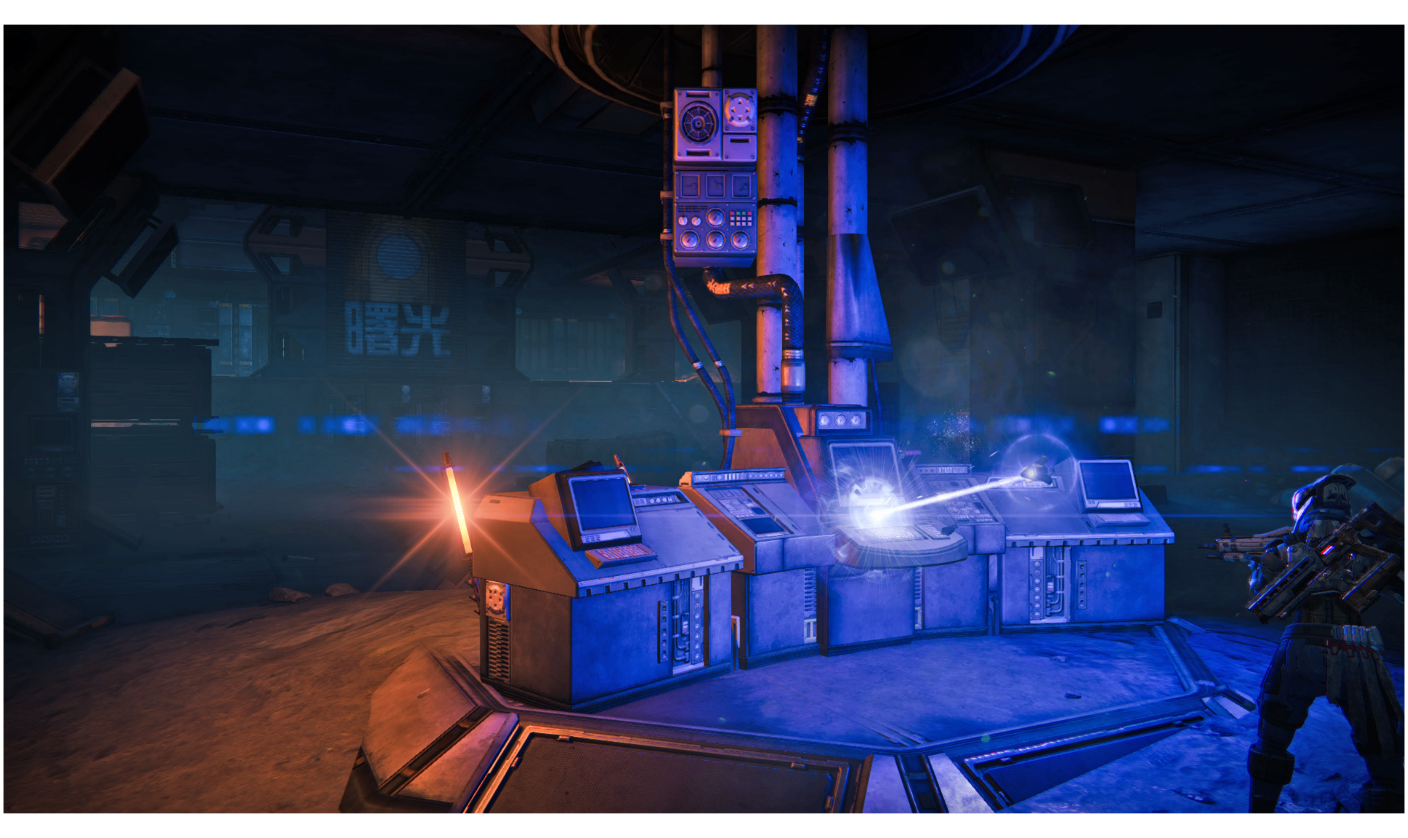
B	Patrol Beacons are available only during the Patrol activity.
PE	Public Events frequency: 36-44 minutes



Objective: Track the Guardian

Location: Archer’s Line

The landing zone on the moon is located at the bottom of a hill in Archer’s Line. Run up to the accelerator and enter the building on the left.

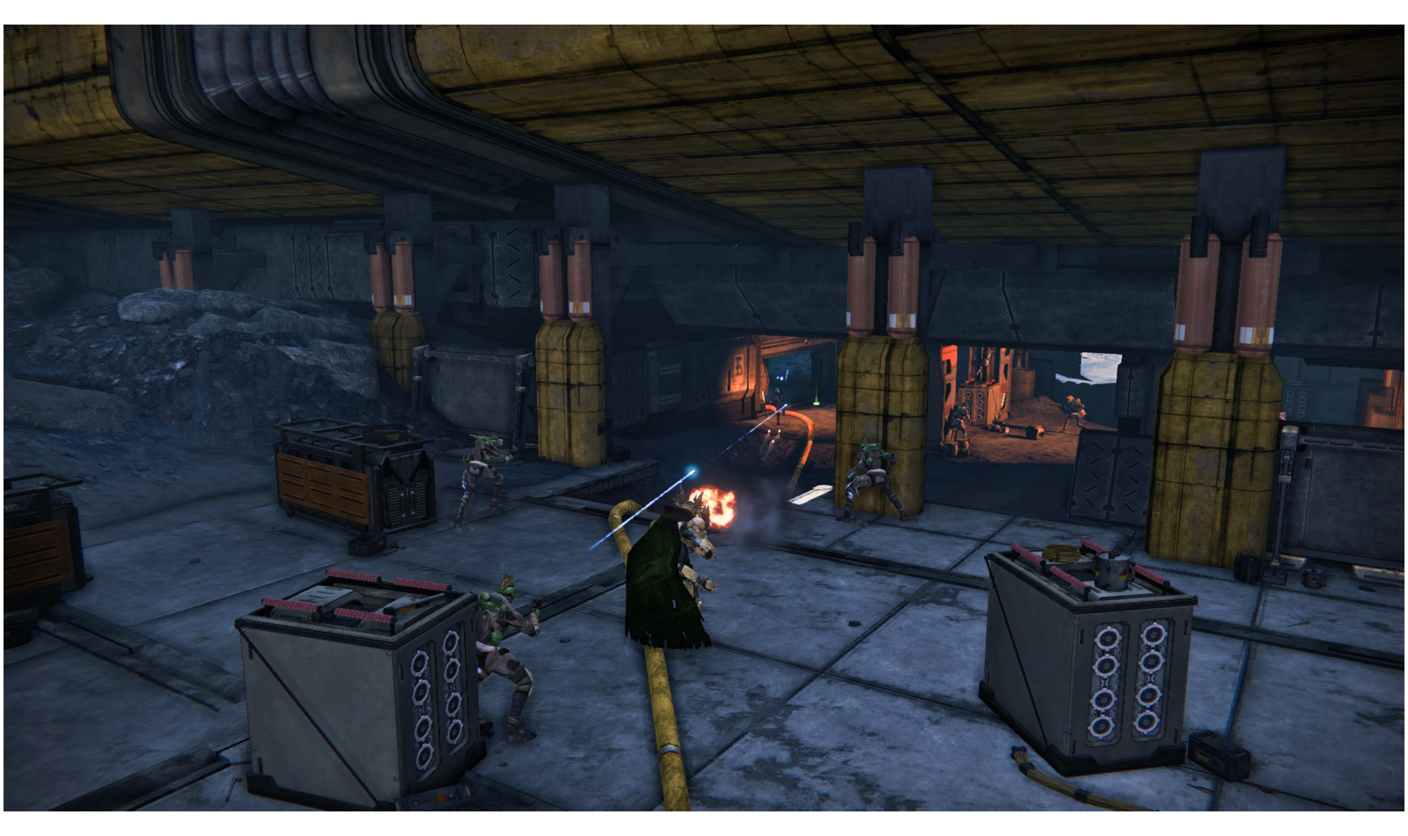


Objective:Hack Colony Equipment

A computer terminal sits in the back of the room. Deploy your Ghost to hack in and find information on the Guardian.

Objective:Kill the Fallen

A few Fallen enter the building as more show up just outside. Fight through these foes to create a path to the doorway and be wary of the cloaked Stealth Vandals. Use the walls as cover while you clash with the scavengers. Your biggest threat comes from a Fallen Captain who has dropped on the right platform. Continue out from the building where more Fallen join in the skirmish, including another Captain and a Servitor. Once the final group has been taken care of, the vehicle link is established—making your Sparrow useable.



Pike Controls

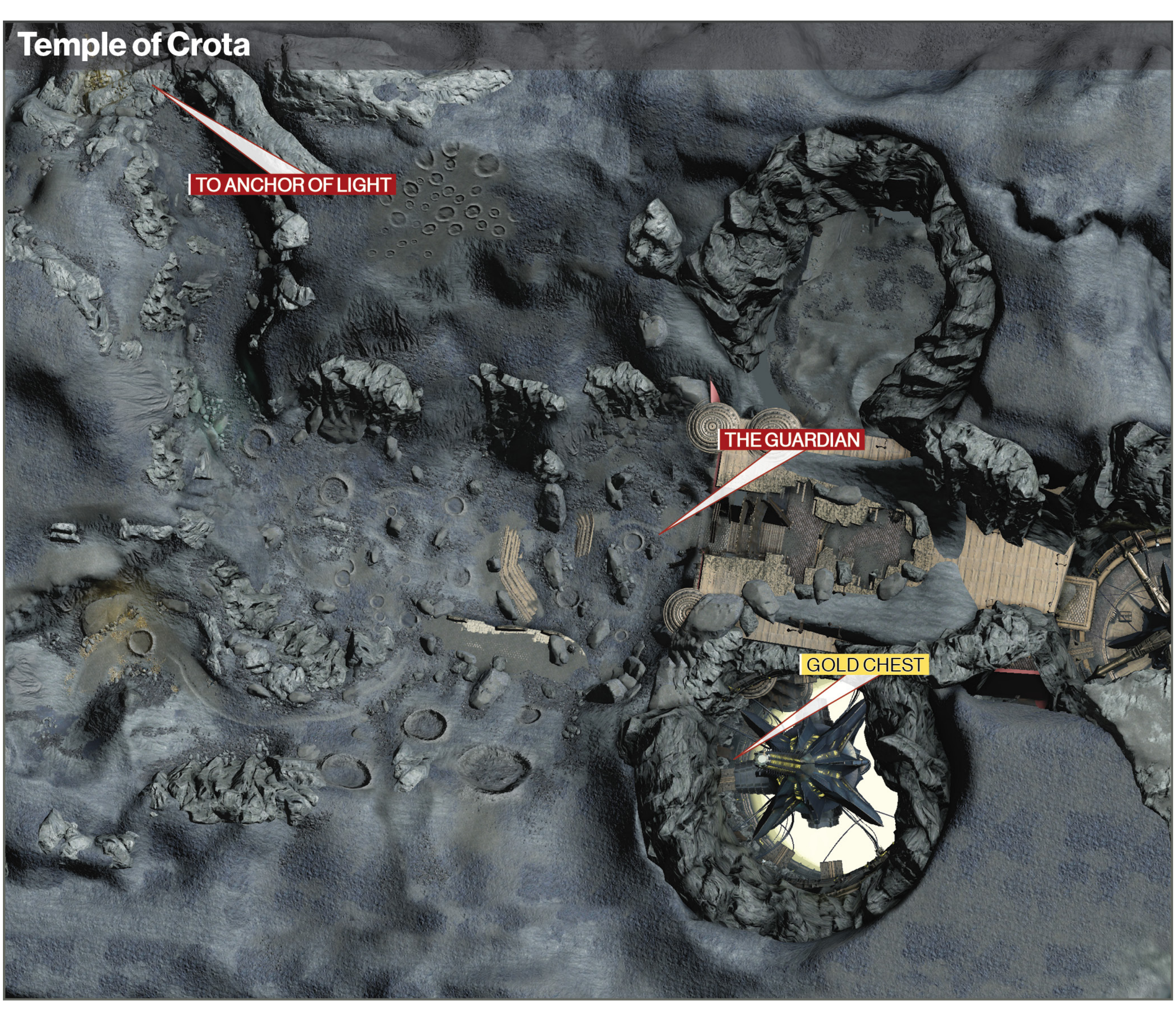
The Pike controls similar to the Sparrow, except it is equipped with shock cannons on the front. Hold down Fire Button to use them. The cannons can overheat, causing the fire rate to drop. Simply let up when this happens and immediately start firing again. The bumper buttons cause the vehicle to dodge left and right, performing a barrel roll when done in air.

Objective:Find the Colony Base

Jump onto the next rooftop and wait for a Dreg to show up on a Pike. Shoot him off and hop onto the Fallen vehicle. Continue underneath the accelerator and into the Anchor of Light, using the shock cannons to eliminate the Fallen along the way. If your Pike takes any damage, exchange it for a new one before leaving the area.

Your next destination is in the raised, circular structure ahead. Feel free to drive the Pike inside if you wish and use it to eliminate the Fallen along the way. Have your Ghost scan the computer inside to find the next destination.

Objective:Find the Temple of Crota



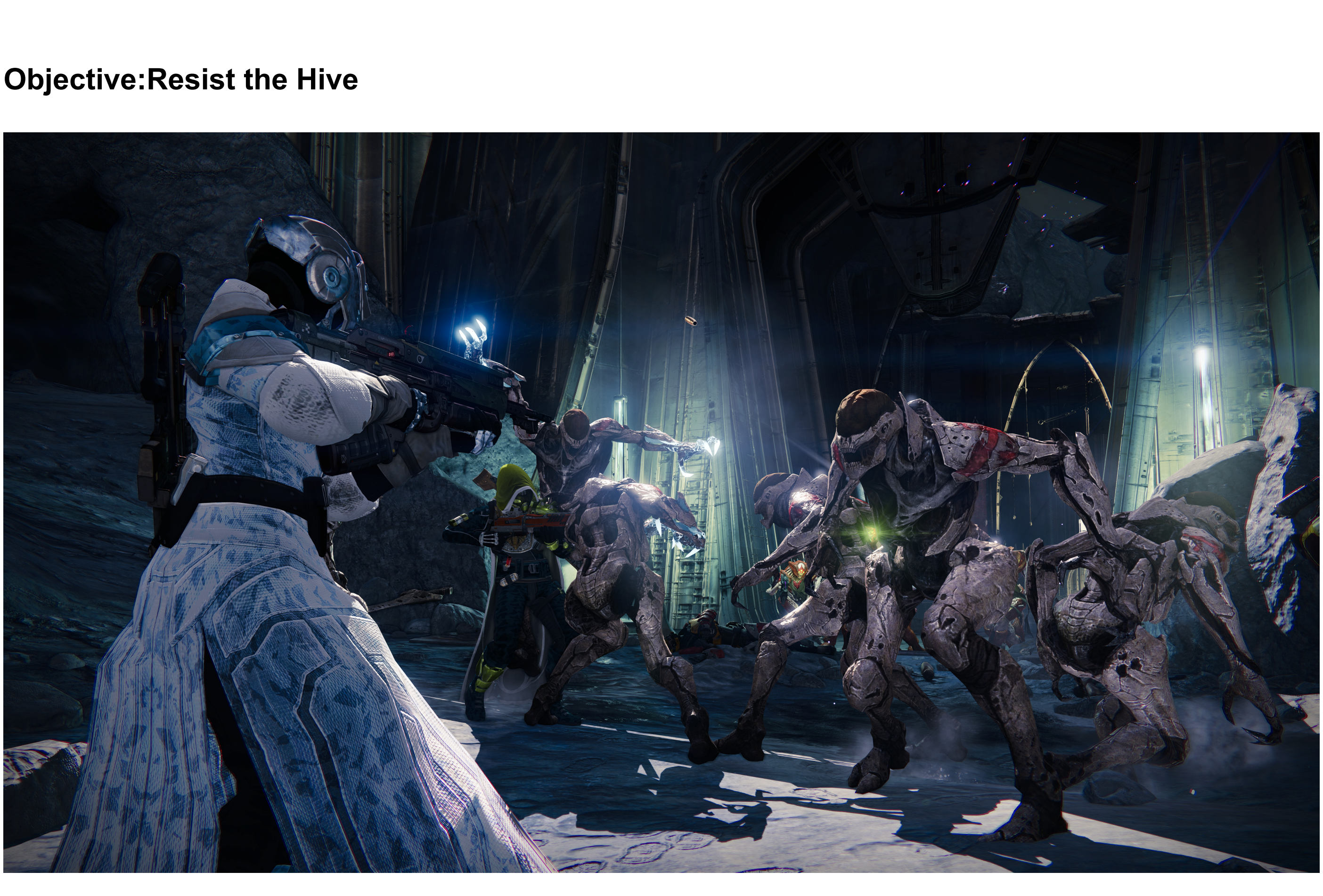
Set up at the big opening and kill as many of the Fallen as you can, including the Servitor on the upper walkway and the Captain below. Drop down and follow the narrow path to the right, through the opening in the rock.

Objective: Find the Guardian

Location: Temple of Crota

The Guardian lies on the ground at the bottom of the hill, just before a big gate. Let your Ghost scan the body.

Objective:Resist the Hive



Immediately back up and take cover as Hive emerge through the gate. Note that the area becomes a Darkness Zone, so death here means starting over at the previous checkpoint. A large group of Thrall rushes forward and Acolytes attack while a Knight launches explosive shots from the back of the pack. Stay on the move as you dispose of the weaker enemies first, then focus your attention on the Knight. The last remaining Hive may fall back into the temple, so pursue them inside.

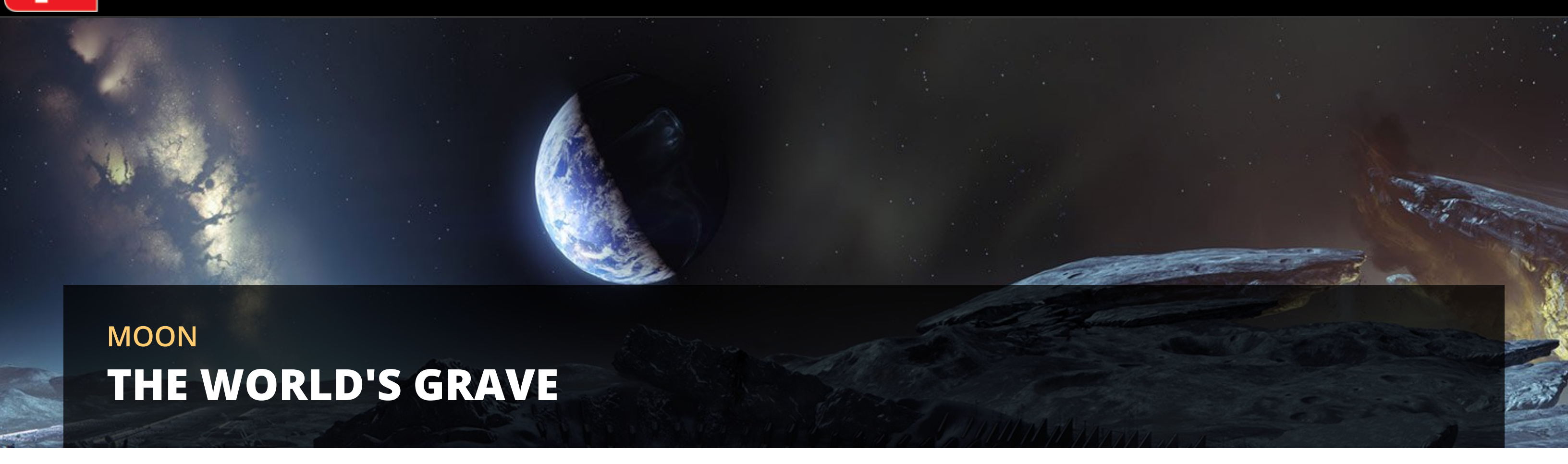
Objective:Find the Ghost

Once that group of Hive has been eliminated, enter the temple and take the right path up the steps. A Major Wizard appears, surrounded by its brood.

Objective:Defeat the Wizard

With a long-range weapon equipped, you can fight the Hive Wizard from the temple entrance, even though it will hide behind cover to avoid losing its Solar shield. You need to be more patient than it is, while knocking it down with long-range shots. Once the Hive threat is eliminated, revive the Dead Ghost within the Temple of Crota to complete the mission.

Visit the Speaker to turn in the Dead Ghost for a Speaker’s Writ. You can turn this item in to the Gunsmith for one of three Special Weapons.



THE WORLD'S GRAVE

Level 7 Story / Archer's Line, Ocean of Storms, Moon

Enemy Races: Fallen, Hive

Suggested Damage Types: Arc, Solar

Rewards: XP Bonus

Mission Unlocked: -

Combatant Changes With Heroic Or Epic Mission Modifier

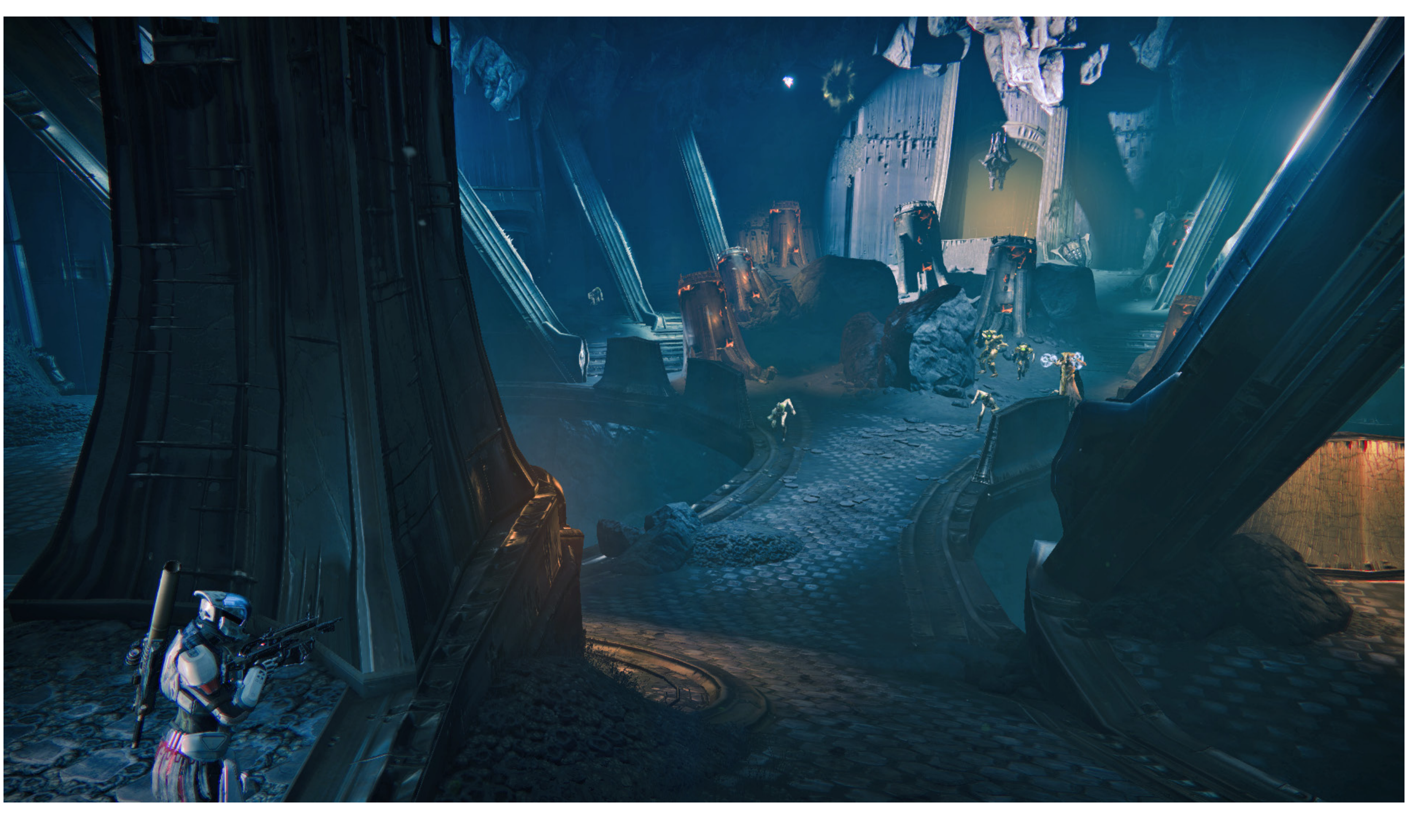
Objective	Combatant Changes	Tip
Find the Knight – Knight	-2 Acolytes+2 Major Acolytes	Use cover wisely as the Major Acolytes are much more aggressive.
Find the World's Grave – During Knight	-2 Acolytes+2 Major Acolytes	—
Push Back the Hive – Cave	-2 Thrall+2 Cursed Thrall	Back away from the Cursed Thrall to avoid their explosion.
Fight Off the Hive – Defense Wave 2	12 total Thrall instead of 8	This only adds to the overwhelming numbers of Hive. Equip a short-range weapon to handle the melee combatants.
Fight Off the Hive – Between Waves	Next wave spawns when 1 enemy remains instead of waiting until they are all dead.	As you reach the end of a wave, prepare for the next as you fight thefinal enemy.

Objective: Enter the Hive Fortress

Location: Archer's Line

Drive your Sparrow up the hill on the other side of the accelerator, fight through the Fallen, and cut through the dome structure. Continue down the hill, take out the two Major Knights, and enter the Hive fortress. Descend the steps and drop down to the bottom level. Follow the trail and continue into the Hall of Wisdom.

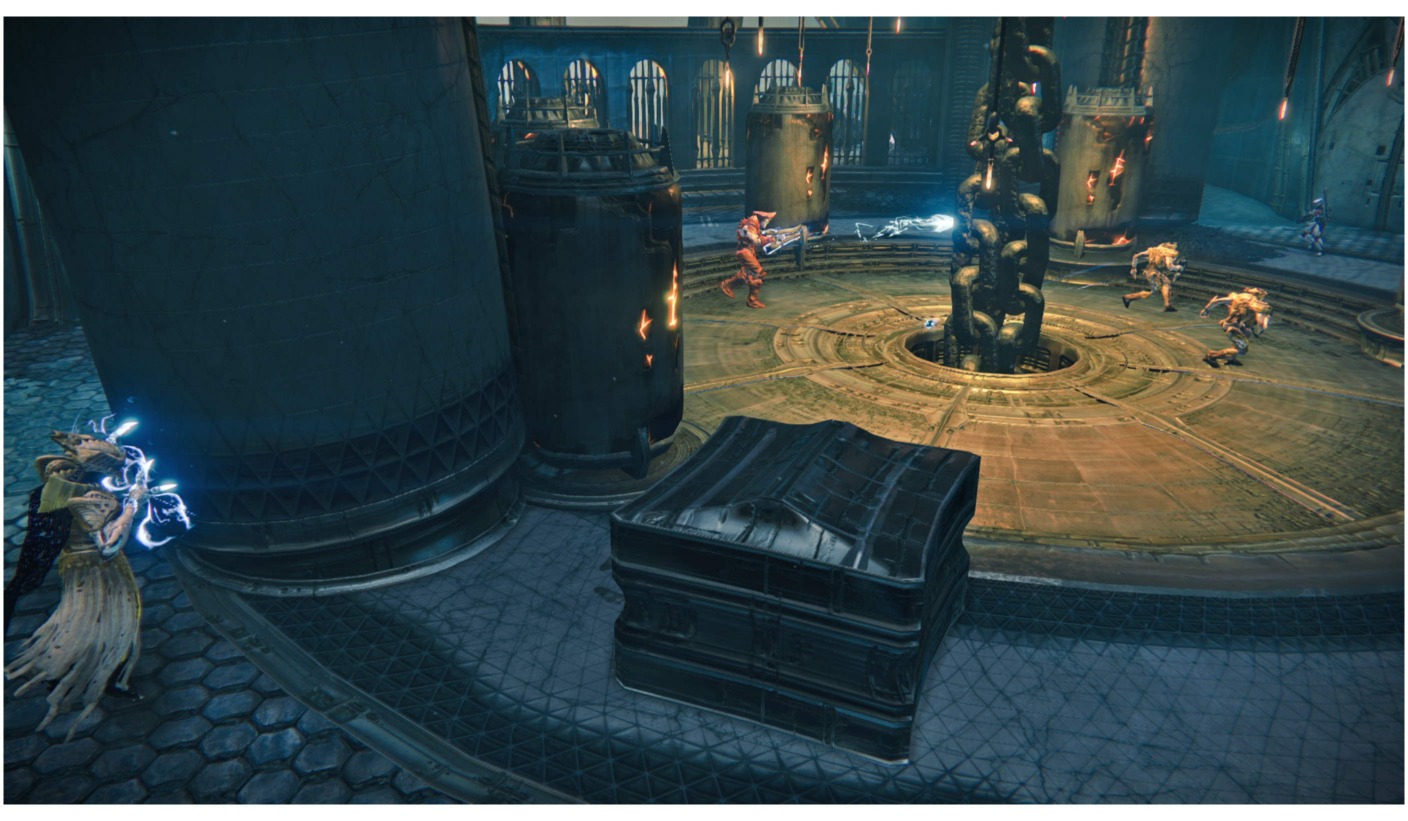
Location:Hall of Wisdom



Acolytes accompany a couple Knights and a Wizard ahead. Use a long-ranged weapon from the doorway to weaken the threat and continue down the stairs. With the area clear, push into the second half of the hall where a bigger challenge looms. A Knight and Shrieker await your arrival as a Hive drop ship enters the room. Thrall, Acolytes, and a Wizard join the fray. Take out as many of the Hive as you can from a distance and move in to clear out the rest. It is important to note that the Shrieker is only vulnerable when it opens up to fire. Exit the room and follow the path into the Circle of Bones.

Objective: Find the Knight

Location: Circle of Bones

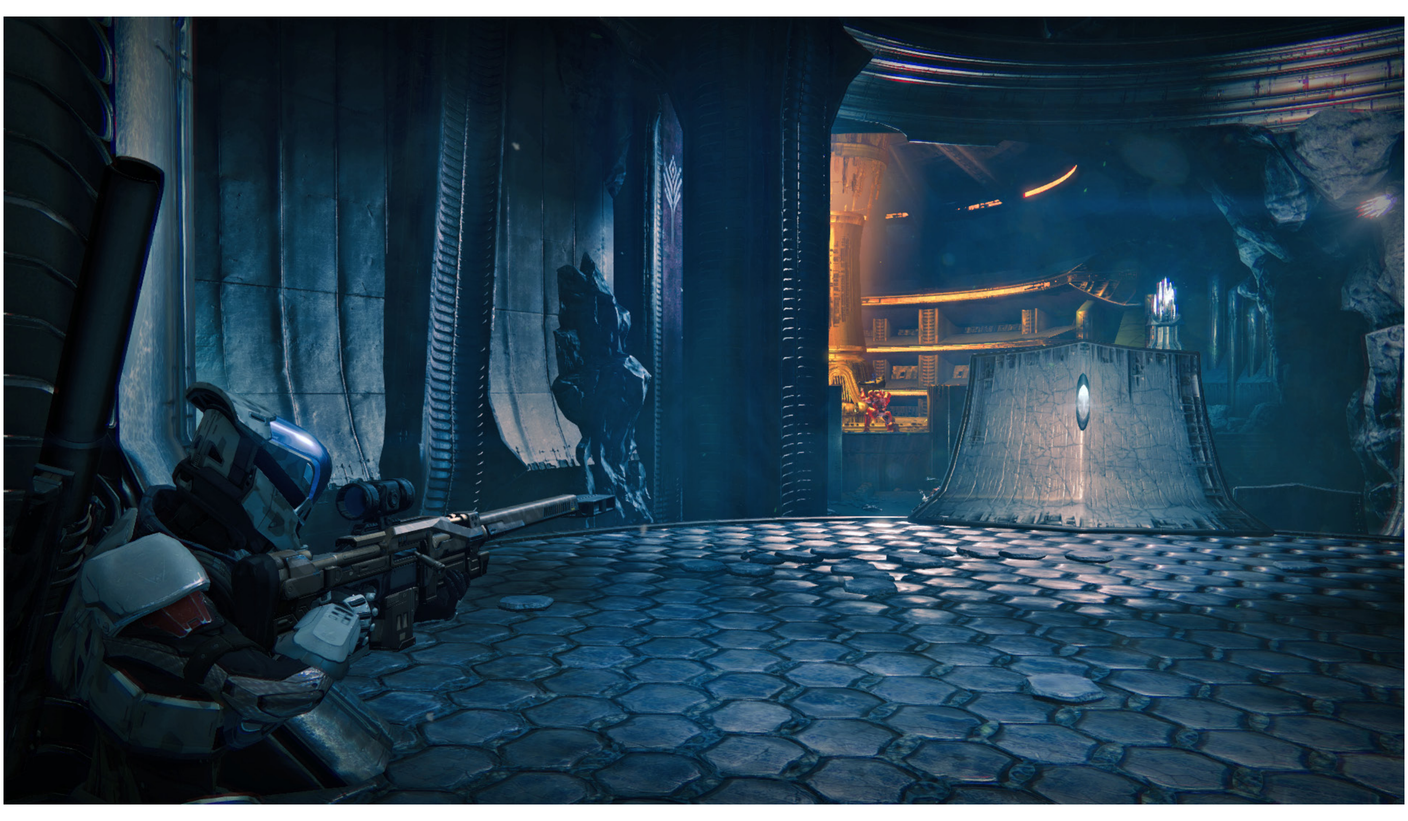


This area is a Darkness Zone, so don't do anything too risky. Watch out for weapon fire from the Hive dropships that enter the zone as you move through it. They introduce Acolytes, a Knight, and a Wizard. When you encounter the second group of Hive, look to the right to find a tall fence partially blocking access to a small, circular floor. Jump over it or move around the outside to find the Major Knight. Immediately dodge behind cover and work on the accompanying Acolytes and Wizard before taking down this boss. Stay on the move to avoid the Knight's explosive projectiles.Objective:Find the World's Grave

Location:The World's Grave

Continue through the opening at the far end of Circle of Bones to reach The World's Grave.

Objective:Push Back the Hive

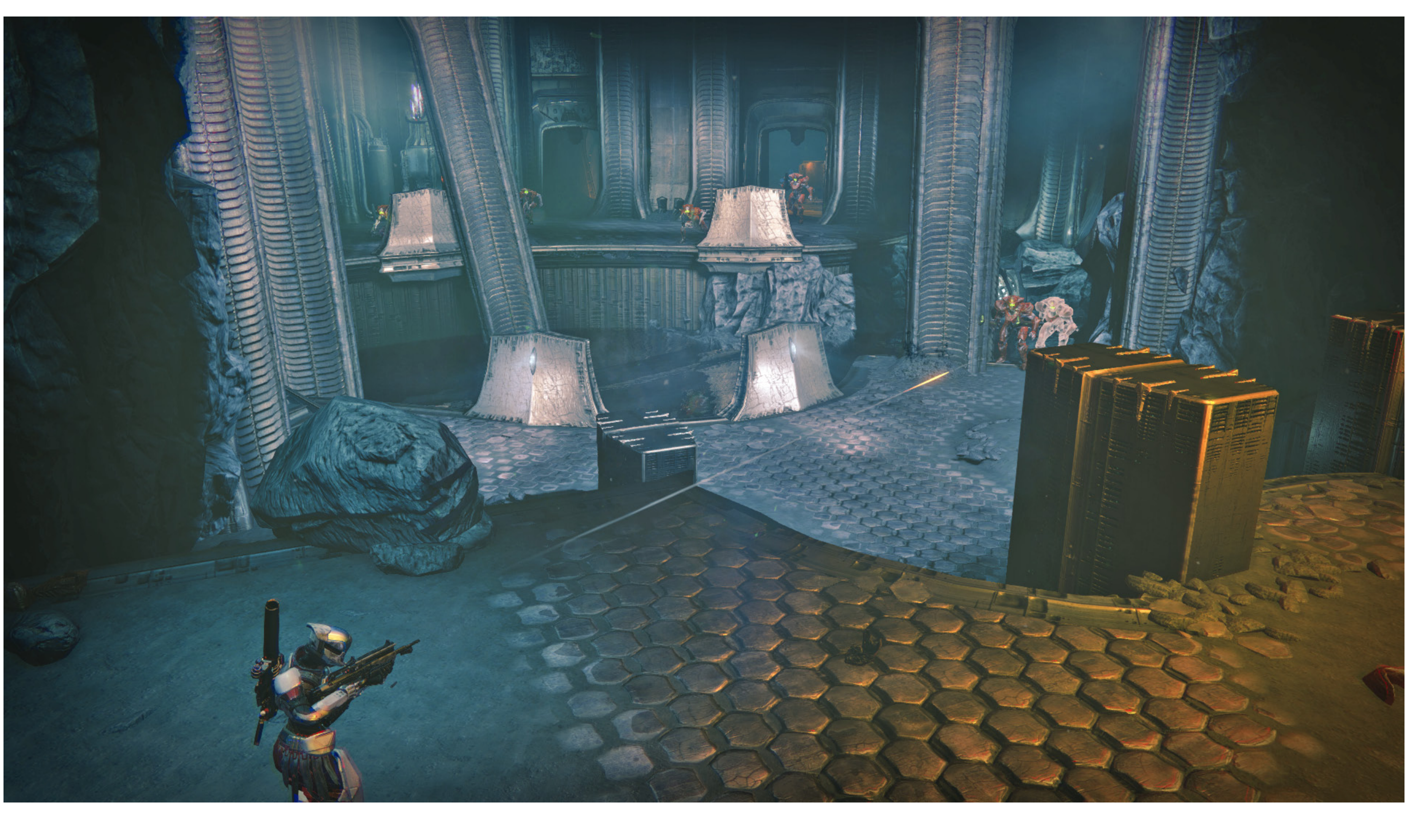


Drop down to the bottom floor and enter the narrow cave to find a slew of Thrall awaiting your arrival. Mow them down with your short-range gun and follow the passage into a Darkness Zone. Once your presence is known, more Thrall attack while Acolytes and a Knight concentrate their fire on you from afar. In the final room, you can surprise the Hive Knights and Acolytes by hitting one with a long-range headshot. Use the provided cover to avoid the enemies' weapon fire as you clear out the room.

Objective:Open the World's Grave

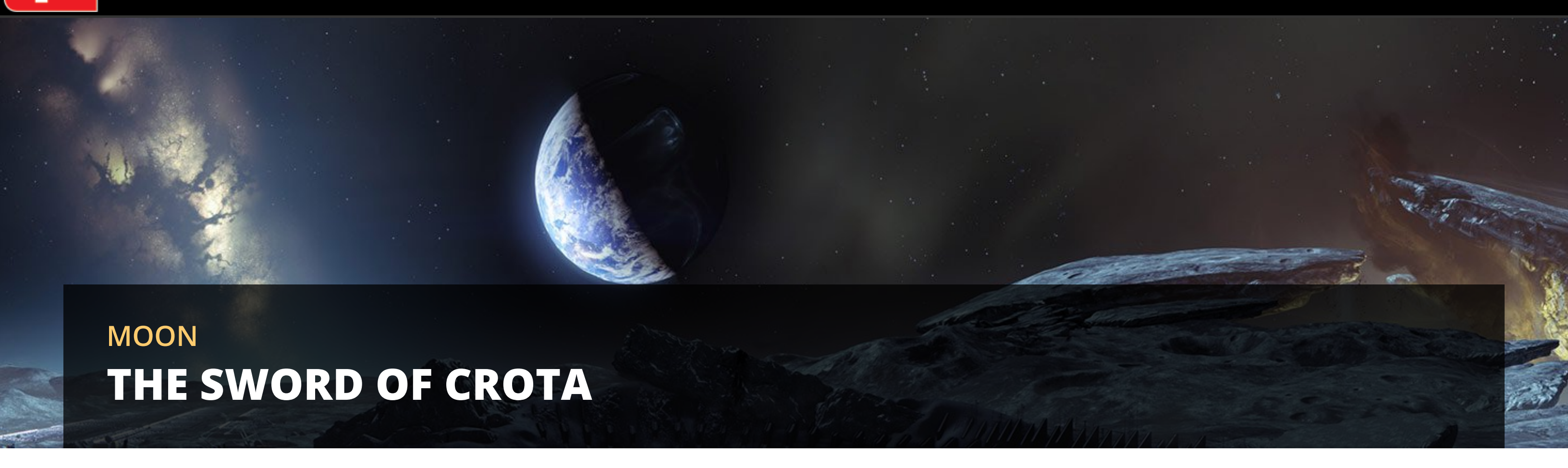
Run over to the far platform, reload your weapons if needed, and deploy your Ghost to open the World's Grave. This attracts a whole bunch of Hive, so prepare yourself for a blitz.

Objective:Fight Off the Hive



Thrall, Cursed Thrall, Acolytes, Knights, and a Wizard attack in three waves. Take out the Thrall quickly or the number of Hive units may overwhelm you. The Knights present the biggest danger, however. Boomer Knights fire their explosive projectiles from the far side, while Cleaver Knights move in close. A good auto rifle or shotgun is invaluable here for whittling down the numerous warriors of the Hive. If you can, save your super ability for the two Cleaver Knights who appear on the right side during the third wave. Finishing off the final foe in this area completes the mission.

Turn in the Graven Codex to Cryptarch to gain the Cryptarch Engram and Reputation.



MOON

THE SWORD OF CROTA

THE SWORD OF CROTA

Level 7 Story / Archer’s Line, Ocean of Storms, Moon

Enemy Races: Fallen, Hive

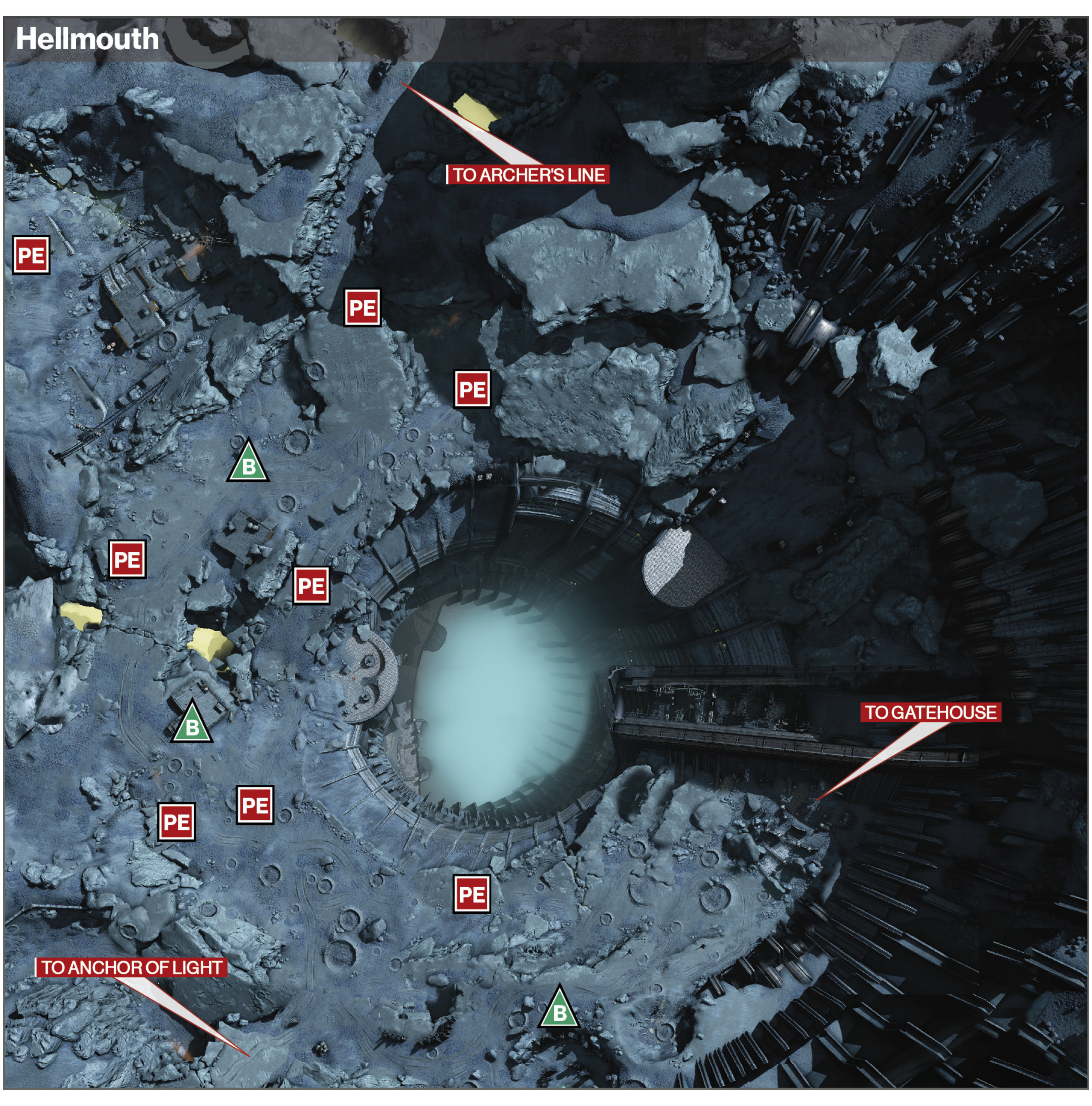
Suggested Damage Types: Arc, Solar

Rewards: XP Bonus, Armor Upgrade

Missions Unlocked: Shrine of Oryx, The Summoning Pits Strike

Objective: Get to the Hellmouth

B	Patrol Beacons are available only during the Patrol activity.	PE	Public Events frequency: 25-35 minutes



Location: Archer’s Line

Jump on your Sparrow and drive to Hellmouth, up the hill and left from the landing zone.

Objective: Find the Swarm Prince

Location: Hellmouth

Make your way around Hellmouth until you find a group of Acolytes and the Major Knight himself—Banuk, Ur Prince.

Objective: Face the Swarm Prince

Being a Major, the Prince has extra health and fires his boomer more often. Take him down along with his minions.

Objective: Track the Sword

Continue through Hellmouth and enter the Hive compound ahead, where three Knights protect the entrance and bombard you with explosive shots. Use the cover in the area as you finish them off.

Objective: Locate the Sword

Location: The Gatehouse

Descend into the Gatehouse as it becomes a Darkness Zone. Remove the Knight and Acolytes as you continue deeper into the complex. Turn the corner into the final area, where Thrall, Cursed Thrall, Acolytes, and a Wizard occupy the room.

Objective: Slaughter the Hive

Make sure the Cursed Thrall do not get too close as you clear the way to the Sword of Crota.

Objective: Claim the Sword of Crota

Step up to the sword and grab this relic to lure out the Swarm Princes. Picking up the Sword of Crota replaces your gun and super ability. It is an extremely powerful melee weapon that can tear through weaker enemies.

Controlling the Sword of Crota

Only one member of your Fireteam can pick up the sword, while the others must fight with their own weaponry. Refer to the following table for a complete list of moves and combos:

Button Press	Move
Right Bumper (RB) / R1	Quick Attack
Right Trigger (RT) / R2	Hard Attack
RB, RB / R1, R1	2-hit combo
RB, RB, RB / R1, R1, R1	3-hit combo
RB, RT / R1, R2	2-hit hard combo
RB, RB, RT / R1, R1, R2	3-hit hard combo
RB (in air), RT (in air) / R1 (in air), R2 (in air)	2-hit air combo
RB + RT / R1 + R2 (with full super meter)	Super (can be cancelled and linked into any combo)

Objective:Kill the Swarm Princes

The initial wave of Hive gives you a chance to get used to wielding the sword with only Thrall and Acolytes. Try the two attacks and various combos as you dispose of them. The next wave introduces the first of three Princes, Merok, from a pool of darkness at the far end of the room. The Princes are Major Knights, carrying big weapons of their own. Watch out! These foes have a better chance of going berserk than the regular Knights. If available, use the Sword of Crota's super attack on the boss and use the weaker Hive units to build it back up.

Jump up to the surrounding balconies to escape when taking on too much damage. When attacking the Knights, go in for a quick combo attack and immediately dodge out of the way. Merok is joined by a group of Thrall. With the first Knight out of the way, Dakoor, Yul Prince, emerges with a group of Acolytes. The third and final Prince, Garok, has a crew of Thrall and Acolytes helping out. Finish him off to complete the mission.

Turn in the Blade Shards to your class Vanguard to gain a choice of three pieces of armor.

SHRINE OF ORYX

Level 8 Story / Hellmouth, Ocean of Storms, Moon

Enemy Races: Hive, Fallen

Suggested Damage Types: Fire, Arc

Rewards: XP Bonus, Primary Weapon Upgrade

Mission Unlocked: -

Combatant Changes With Heroic Or Epic Mission Modifier

Objective	Combatant Changes	Tip
Find the Shrine – Start of Hall of Wisdom	-1 Knight+1 Major Knight	The Major versions of these Hive are stronger and tougher to take down, so fight carefully.
Find the Shrine – Hall of Wisdom Exit	Acolytes are replaced with Major Acolytes	—
Find the Shrine – Start of Shrine of Oryx	Acolytes are replaced with Major Acolytes	—
Find the Shrine – Ogre	-1 Ogre+1 Major Ogre+3 Thrall	If you can, fight the Ogre from a distance, ducking behind cover to heal when necessary.
Find the Shrine – Corridor	+2 Thrall	—
Take Out the Hive – Entrance to Shrine	Acolytes are replaced with Major Acolytes	—
Kill the Knight	+2 Thrall	—
Kill the Knight - Under 40% health	+1 Cleaver Knight	The Ultra Knight is a handful without the added Knight. Run around the reactor and handle the smaller enemies away from the giant.

Objective: Enter the Hellmouth

Location: Hellmouth

Descend toward the Gatehouse as a group of Acolytes attempt to resist. Once inside, you must take out the three familiar Knights at the entrance. Upon entering the Gatehouse, you run into a skirmish between the Fallen and Hive. Let it play out a little, while they hurt each other. A Hive Wizard and Fallen Servitor can make things difficult, if you rush in. Continue into the sword room, where Fallen and Hive continue to fight it out. Proceed into the cave through the right doorway.

Objective: Assassinate the Baron

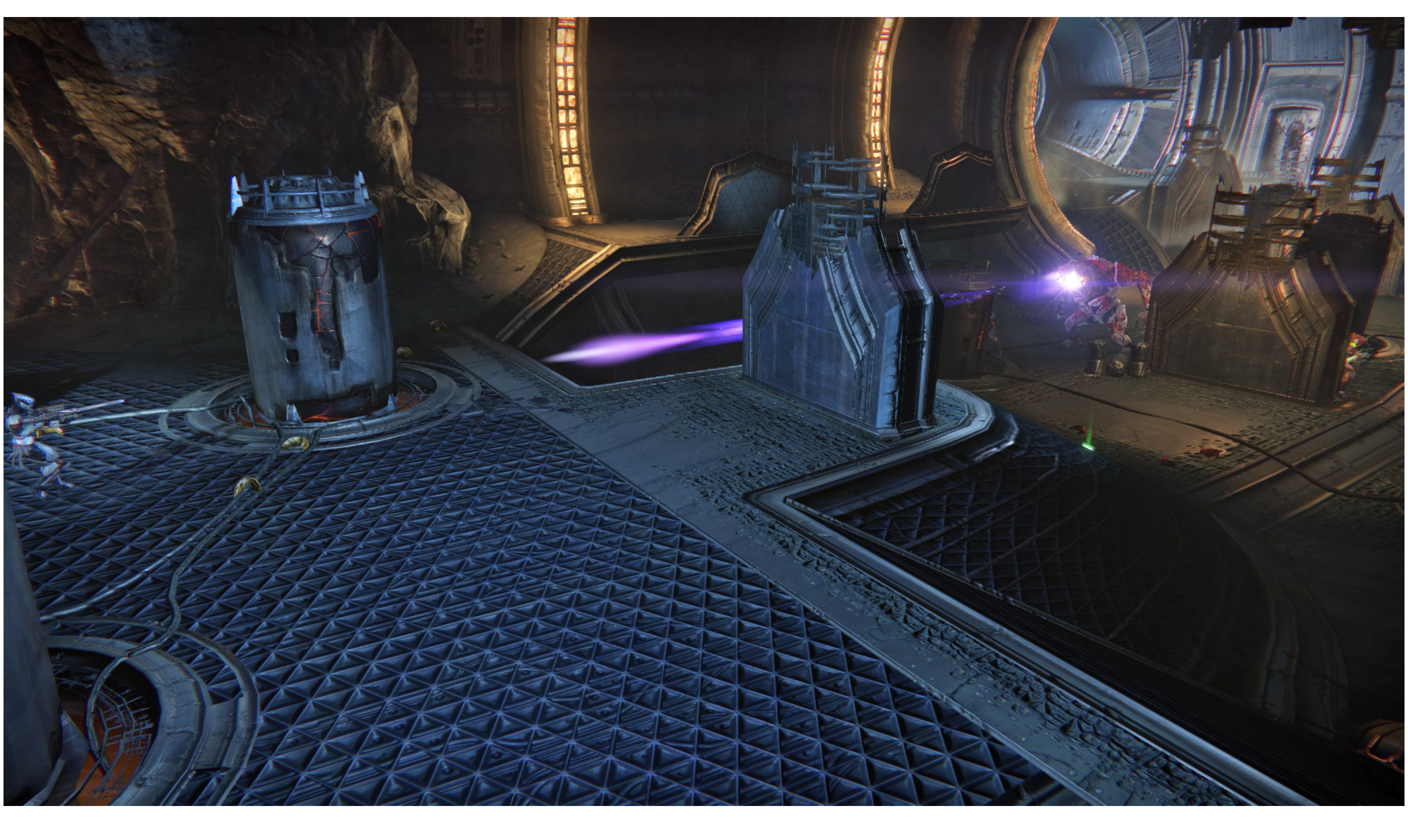
Up ahead, the Fallen Captain, Exiled Baron Frigoris, hides out with Stealth Vandals and Dregs. Take him down before delving deeper into the Hive compound.

Objective: Find the Shrine

Location: Shrine of Oryx

An exit on the other side of the Baron's hideout leads to another tunnel. This winds down to the Circle of Bones. Hug the left wall, taking out any Hive that get in your way, until you reach another opening. Follow this cave until you reach the Hall of Wisdom, which starts a Darkness Zone.

The Fallen have also found their way down to these depths and fight the Hive who inhabit the hall. Beware that this includes a Knight with a Boomer. Fight your way through their skirmish. Half way across the hall, turn right to spot the entrance to the shrine. Several Acolytes, a Knight, and a Wizard block your way through, so force the issue and take the fight to them.



Follow the path until you spot the shrine ahead, although it is not accessible yet. Just around the corner, a crew of Dregs fight more Acolytes. Be sure to finish each one off or they become a nuisance while you battle the next group. In the next tunnel, an Ogre surrounds himself with Acolytes. Pull out your Heavy Weapon and take care of him before proceeding on. Thrall are accompanied by a Knight in the narrow corridor just before the shrine.

Objective: Take Out the Hive

Acolytes guard the shrine ahead, so take the opportunity to reduce their numbers right away. Once the Acolytes have been taken care of, enter the core in the center of the room.

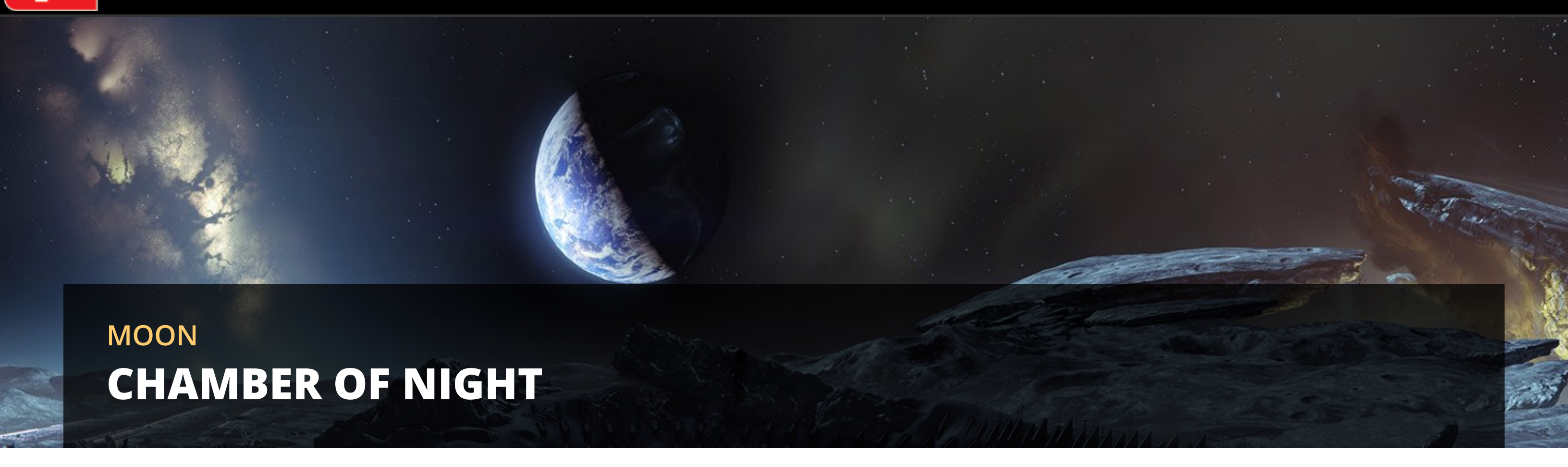
Objective: Weaken the Shrine

Deploy your Ghost at the Shrine of Oryx to find a way to destroy it. After a period of peace and quiet, Sardok, the Eye of Oryx Knight, shows up with his minions.

Objective: Kill the Knight

Sardok is an Ultra Knight, making him an elite member of the Hive. Run behind a pillar, or the shrine itself, and eliminate the Acolytes and Thrall before attempting to take on the giant Knight. Use up your super ability and Heavy Weapons on the Knight. When his health reaches 70% and then 40%, reinforcements are sent in, so stay on the lookout for additional enemy waves. Finishing off Sardok completes the mission.

Back at the Tower, turn in the Shard of the Shrine to the class Vanguard to receive Arms Requisition. Give this item to the Gunsmith for a choice of Primary Weapon.



MOON

CHAMBER OF NIGHT

CHAMBER OF NIGHT

Level 8 Story / Hellmouth, Ocean of Storms, Moon

Enemy Race(s): Hive

Suggested Damage Types:

Rewards: XP Bonus

Mission(s) Unlocked: -

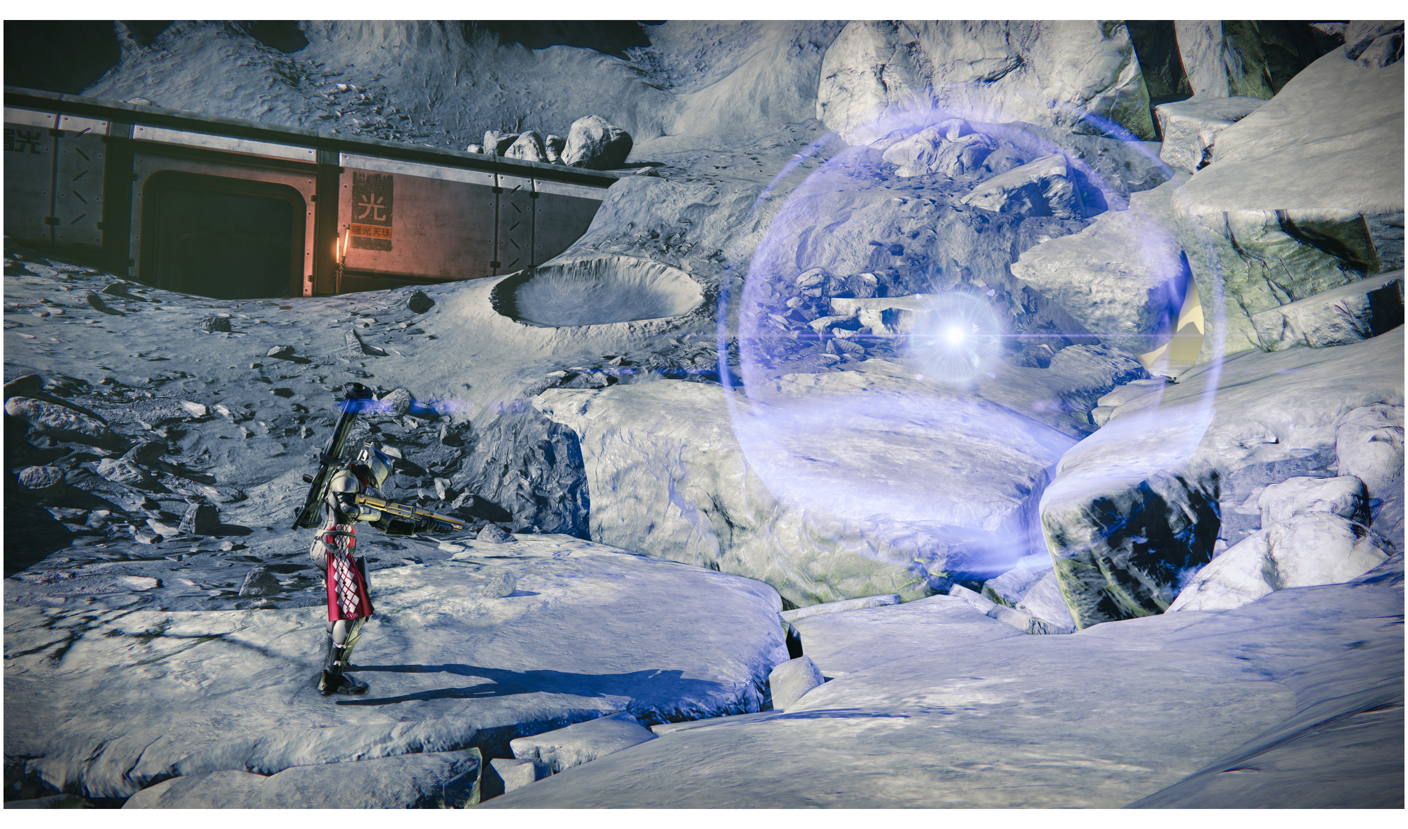
Combatant Changes With Heroic Or Epic Mission Modifier

Objective	Combatant Changes	Tip
Enter the Temple – At Hive Seeder	+1 Ogre	Be cautious as you pass through the Hive Seeder room. Move back and take cover when you reach this guy.
Find the Chamber – First Room	-1 Knight+1 Major Knight	–
Destroy the Hive – Left Door	+3 Thrall+2 Cursed Thrall+1 Knight	Stay on the move to avoid being surrounded.
Destroy the Hive – Right Door	+4 Cursed Thrall+1 Cleaver Knight	–
Destroy the Hive – Center Door	+2 Thrall that respawn for multiple waves	

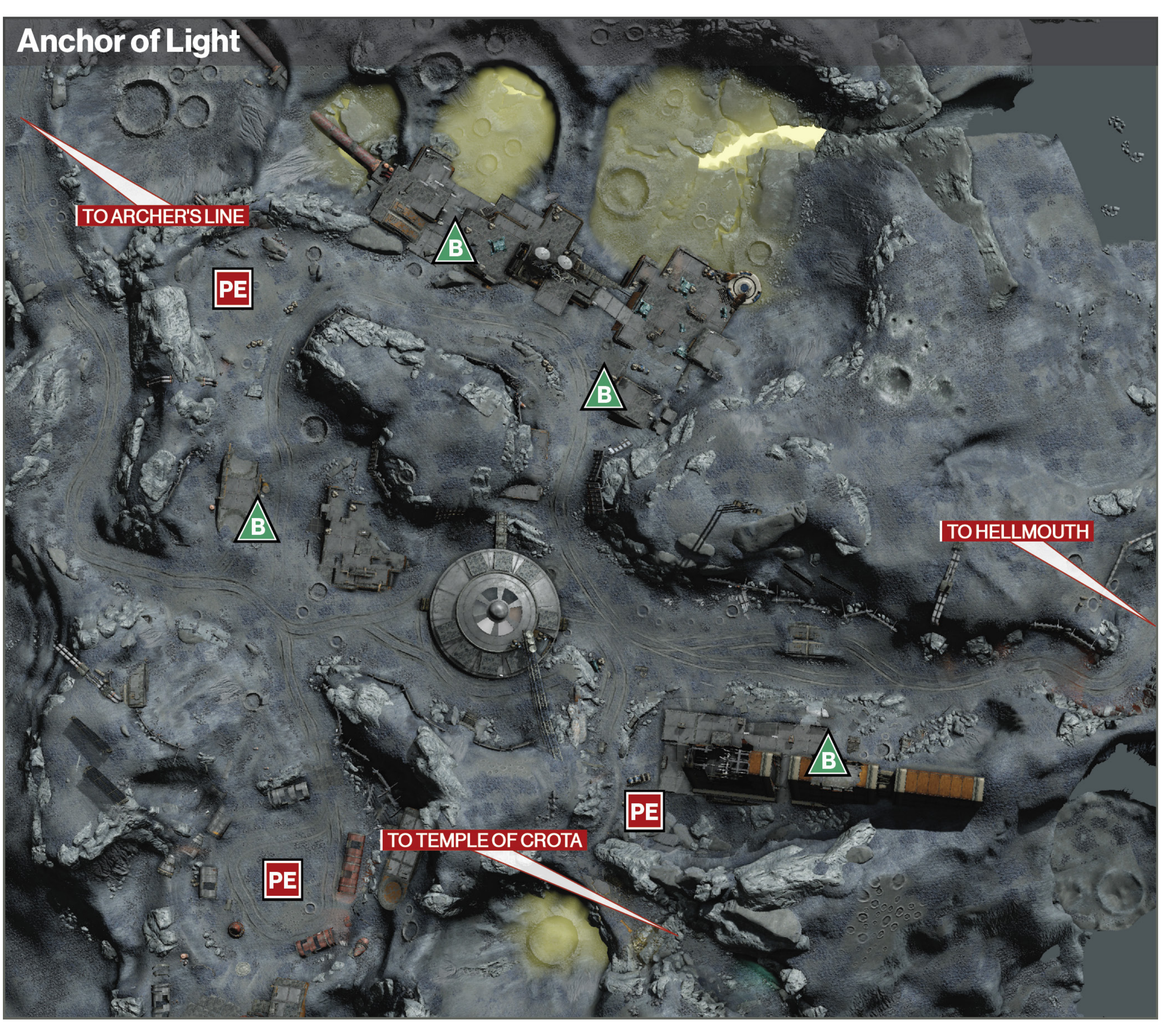
Objective: Scan Hellmouth Cracks

Location: Hellmouth

Your first objective is to scan two cracks in Hellmouth, so deploy your Ghost at each one. Watch out for attacking Fallen troops around the second.



B	Patrol Beacons are available only during the Patrol activity.
PE	Public Events frequency: 38-42 minutes



Objective: Return to the Temple

Location: Anchor of Light

Cut through Hellmouth and Anchor of Light to reach the Temple of Crota.

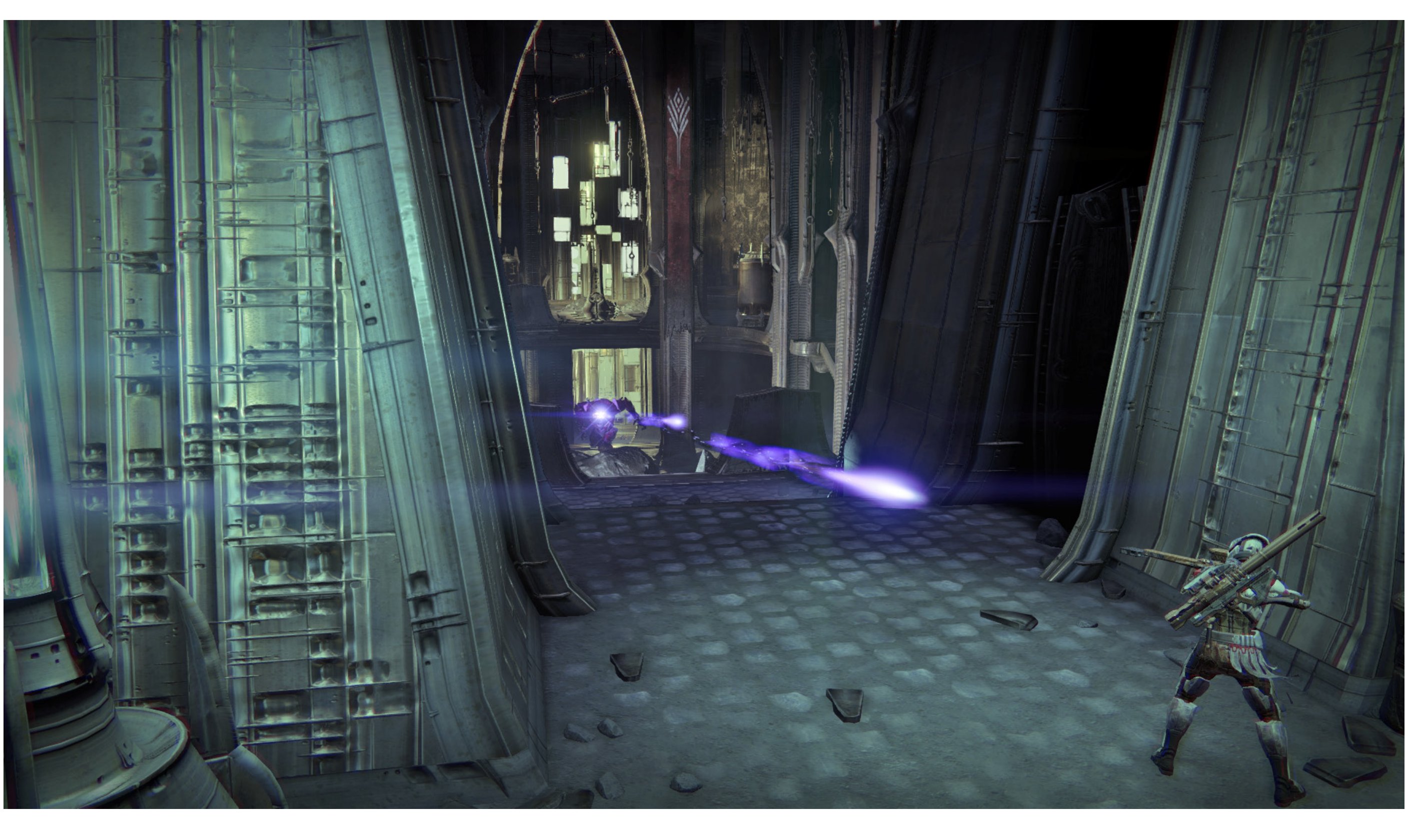
Objective: Approach the Gate

Location: Temple of Crota

Descend toward the temple gate.

Objective: Enter the Temple

At the entrance, pull out a long-range weapon and take down the Hive Ogre patrolling inside. Then, move inside and take care of the Acolytes and Knight. Drop to the bottom floor and spin around to an opening on the side of the room. Move through the Hive ship, taking out the Thrall and Acolytes along the way.



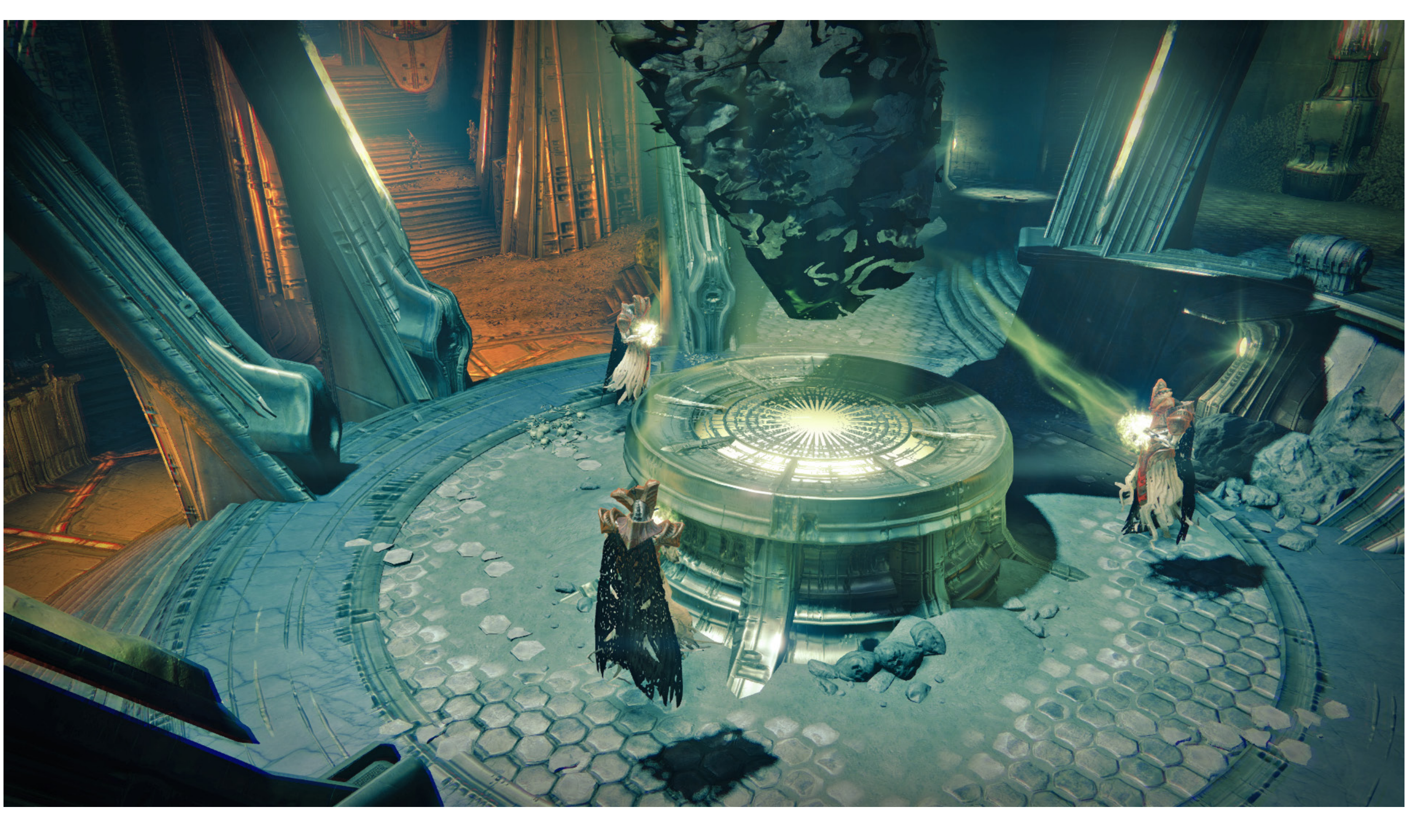
A Knight and Wizard wait on the other side with more minions. Clear out the area before proceeding deeper into the fortress, while Thrall and Cursed Thrall rush you at the stairs. When you reach the Hive Seeder, make a right into another tunnel. Defeat the Knights and a Cursed Thrall as you descend deeper into The World's Grave.

Objective: Find the Chamber

Location: The World's Grave

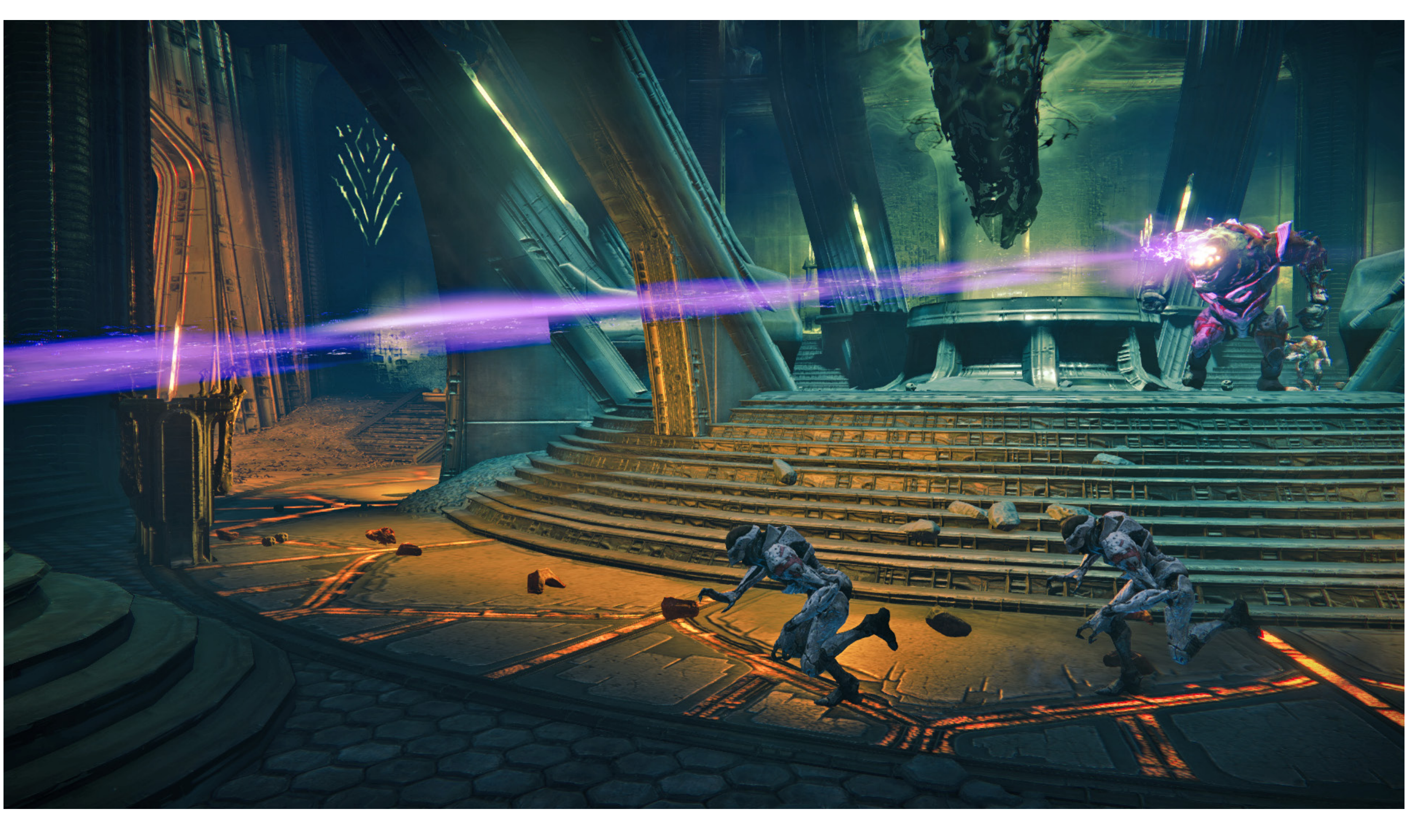
This begins a Darkness Zone, so be aware that death means restarting at the previous checkpoint. Stop at the first doorway and use a long-range weapon to clear out some of the Hive inside. Watch out for a group of Knights carrying cleavers as you push through the open door, directly across from the entrance. More Hive occupy the next room, including Thrall who rush your position immediately. Clear them out as you make your way to the far balcony. The entrance to the ritual chamber is found in the left corner.

Objective: Kill the Siphon Witches



The door opens to reveal three Siphon Witches. Using your highest-power gun, hit one to let them know you are there. Equipping a Solar weapon is advantageous, so that you can cut through their shields more quickly.

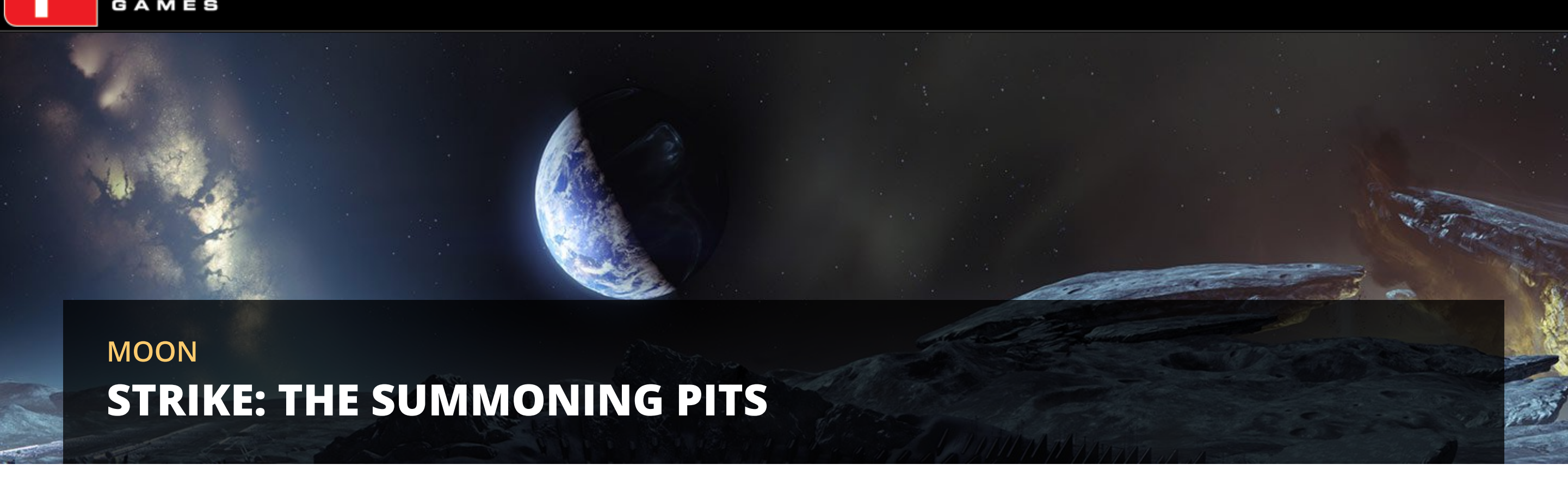
Objective: Destroy the Hive



The three Witches may be out of the way, but a large number of Hive are incoming. Climb onto the platform to the left and prepare yourself. There are three doors in which the Hive emerge. Listen carefully for where the enemies come from and do not let yourself get backed into a corner. Thrall, Acolytes, and Knights all enter the arena. A nice close-range gun is extremely helpful for this scenario. However, you do want to eliminate the Cursed Thrall from a safe distance. A Major Ogre enters through the center door. Fight off any remaining minions and focus your high-powered attacks on the boss.

Objective: Investigate the Shard

Return to the platform and deploy your Ghost to investigate, ending the final story mission for the Moon.



MOON

STRIKE: THE SUMMONING PITS

STRIKE: THE SUMMONING PITS

Level 12 Story / Hellmouth, Ocean of Storms, Moon

Enemy Race: Hive

Suggested Damage Types: Solar, Arc (Epic)

Rewards: XP Bonus, Armor Upgrade

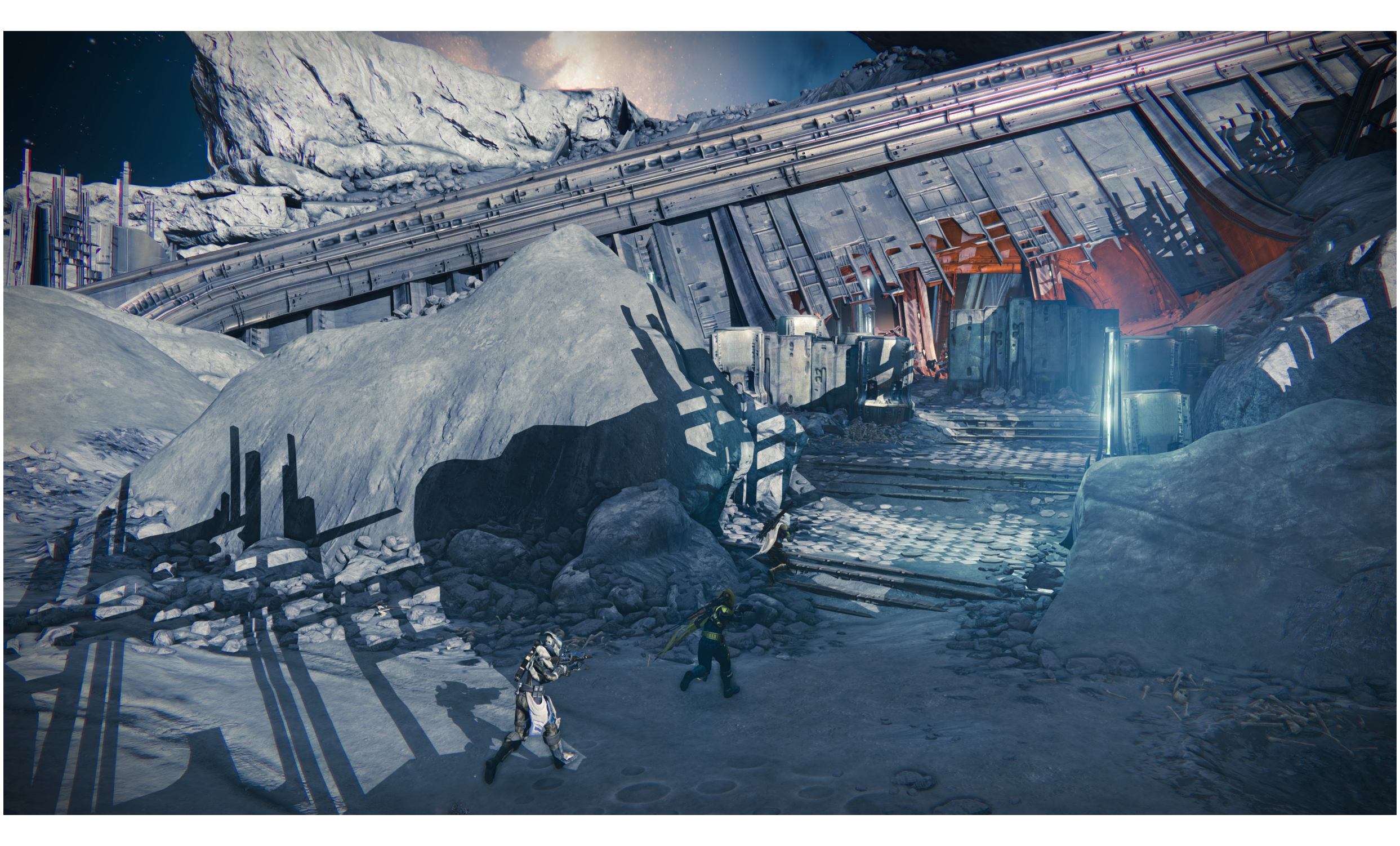
Mission Unlocked: -

Combatant Changes With Heroic Or Epic Mission Modifier

Objective	Combatant Changes	Tip
Approach the gate – Overlook	-1 Acolyte+1 Major Knight-1 Wizard+1 Major Wizard	On Epic, the Major Knight and the Major Wizard have Arc and Solar shields respectively. Equip the appropriate weapon to drop their shields quickly.
Repel the Hive – Wave 1	-5 Thrall+5 Major Thrall-2 Knights+2 Major Knights	–
Repel the Hive – Wave 2	-3 Acolytes+3 Major Acolytes-1 Knight+1 Major Knight-1 Wizard+1 Major Wizard	–
Repel the Hive – Wave 3	-1 Cursed Thrall+1 Major Cursed Thrall-1 Acolyte+1 Major Knight	Do not underestimate that Major Cursed Thrall , take it out as soon as you can.
Repel the Hive – Final Wave	-3 Knights+3 Major Wizards	–
Defeat Phogoth	-3 Acolytes+3 Major Boomer	–
Defeat Phogoth - Reinforcements	-3 Acolytes+3 Major Acolytes-1 Knight+1 Major Knight	–
Defeat Phogoth – Reinforcements	-2 Acolytes+2 Major Acolytes-2 Wizards+2 Major Wizards	With all of the Hive minions, this boss fight is hard enough without making these guys into tougher, Major enemies. Have two Guardians concentrate on the lesser Hive, while one fights the boss exclusively.
Defeat Phogoth – Reinforcements	-3 Knights+3 Major Knights-1 Wizard+1 Major Wizard	–
Defeat Phogoth – Reinforcements	-3 Thrall+3 Knights	–
Defeat Phogoth – Anti-Camp	-3 Thrall+3 Major Knights	Three big Major Knights come to get you out of the entryway instead of Thrall. Do not spend too much time at this location or you will die.

Objective: Enter Hive Fortress

Location: Hellmouth

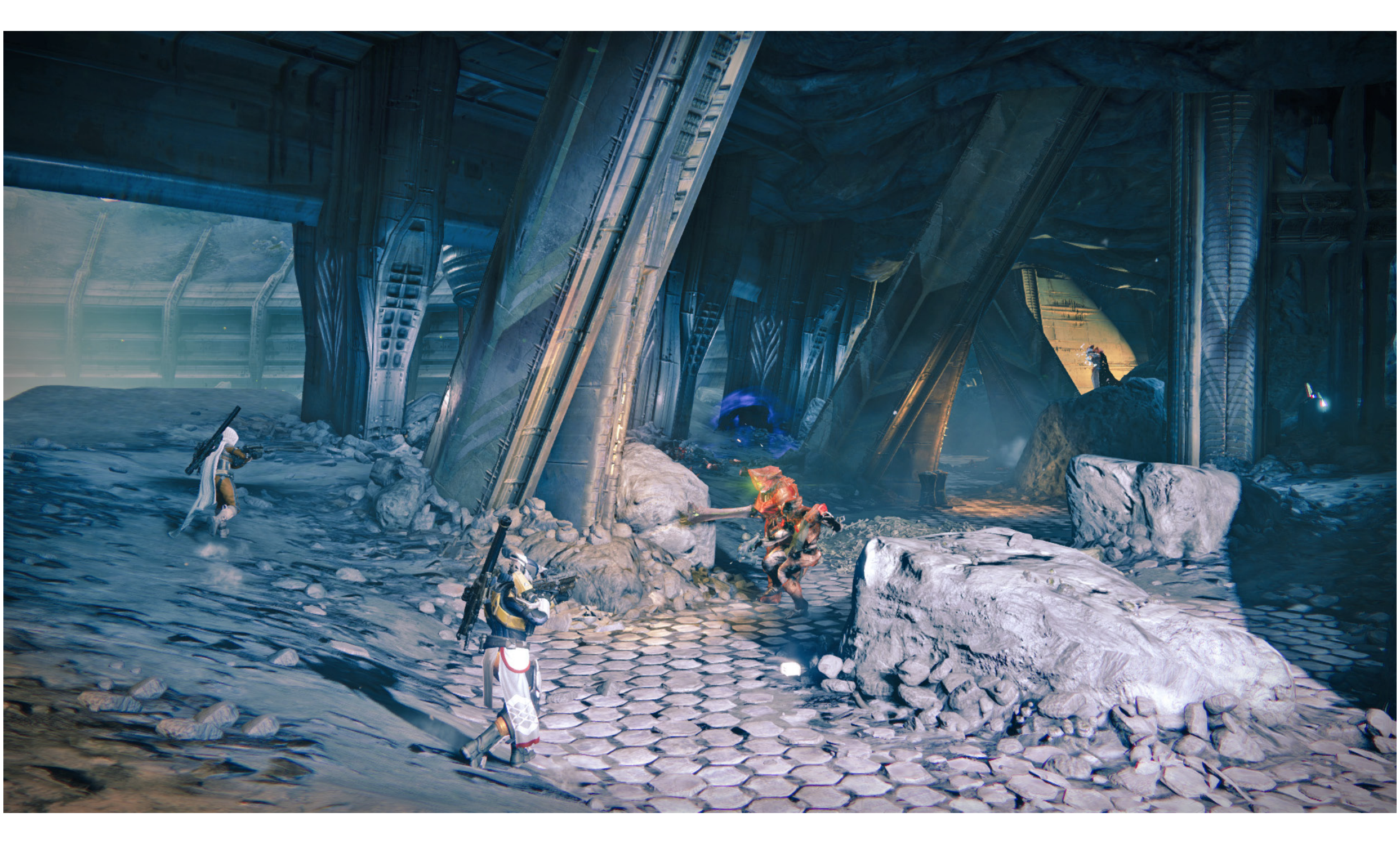


Move into the Gatehouse, eliminating the three Knights who guard the entrance.

Objective: Approach the Gate

Location: Gatehouse

A big horde of Hive occupy the overlook area, including a Wizard. Dismantle the group and continue down into the sword room.

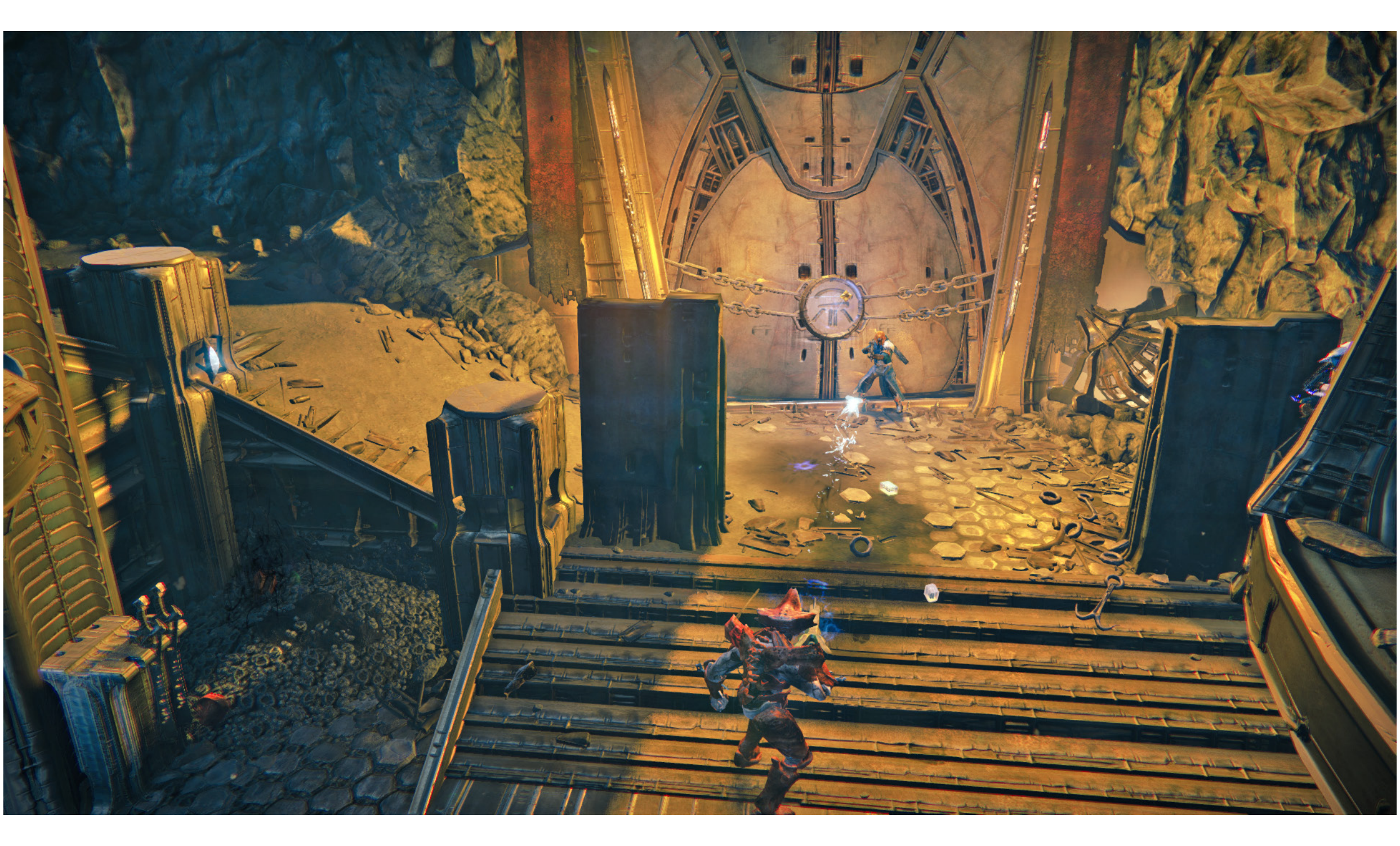


Objective: Open the Gate

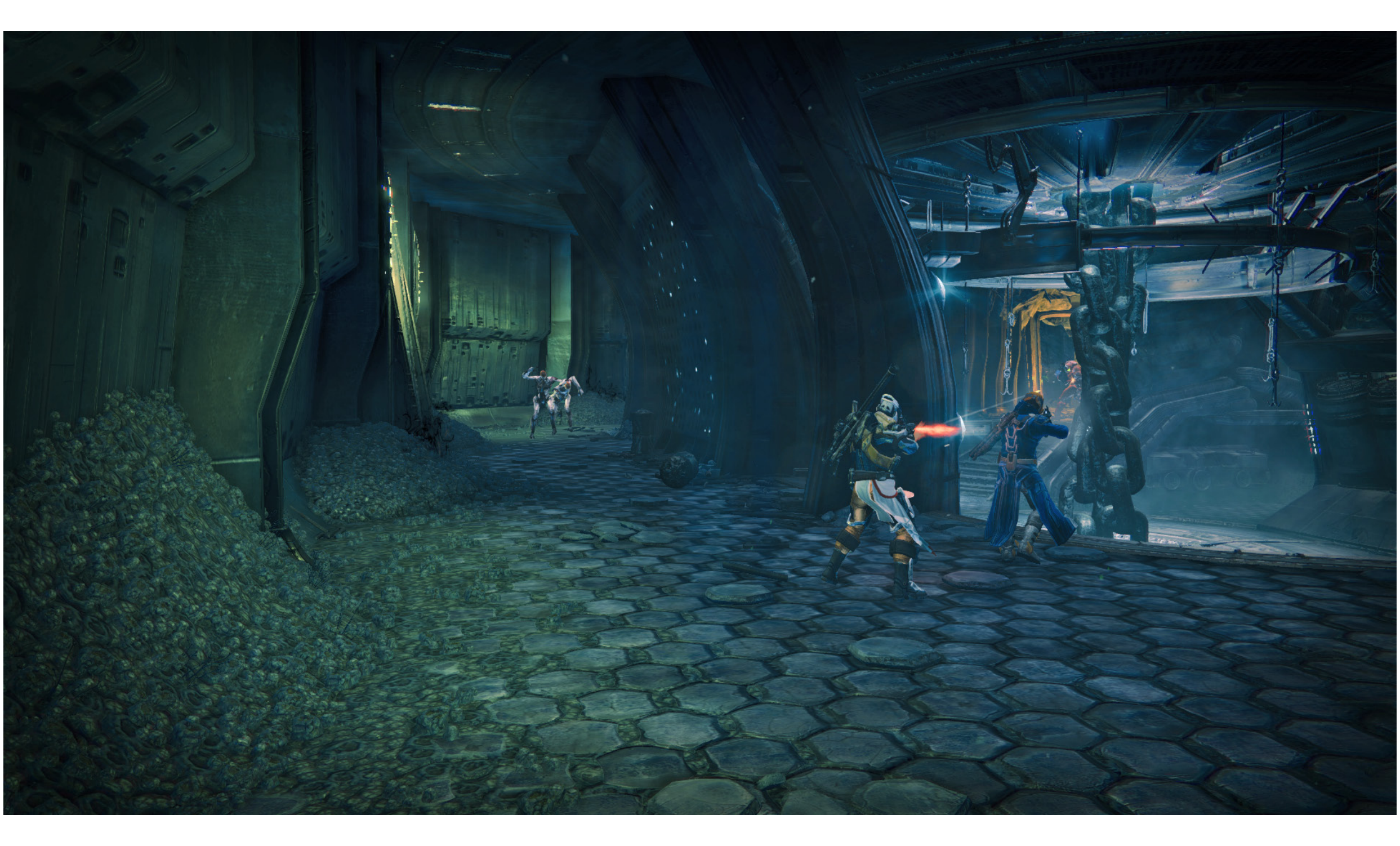
Approach the gate and deploy your Ghost so that he can work on getting it open. This is going to take some time, so turn around and prepare your weapons.

Objective: Repel the Hive

The room becomes a Darkness Zone as Hive spawn ahead. The first wave consists of Thrall and Knights. Quickly strike down the Thrall before focusing on the Knights on the left balcony. Next, Acolytes are joined by a couple Wizards and Knights on the right balcony. Bounce between levels and sides to avoid taking too much damage. The third wave is introduced in the back of the room, consisting of Cursed Thrall, Knights, and Acolytes. As you progress through this group, a Major Wizard and more Knights join the skirmish. Stay on the move and keep an eye out for downed teammates.



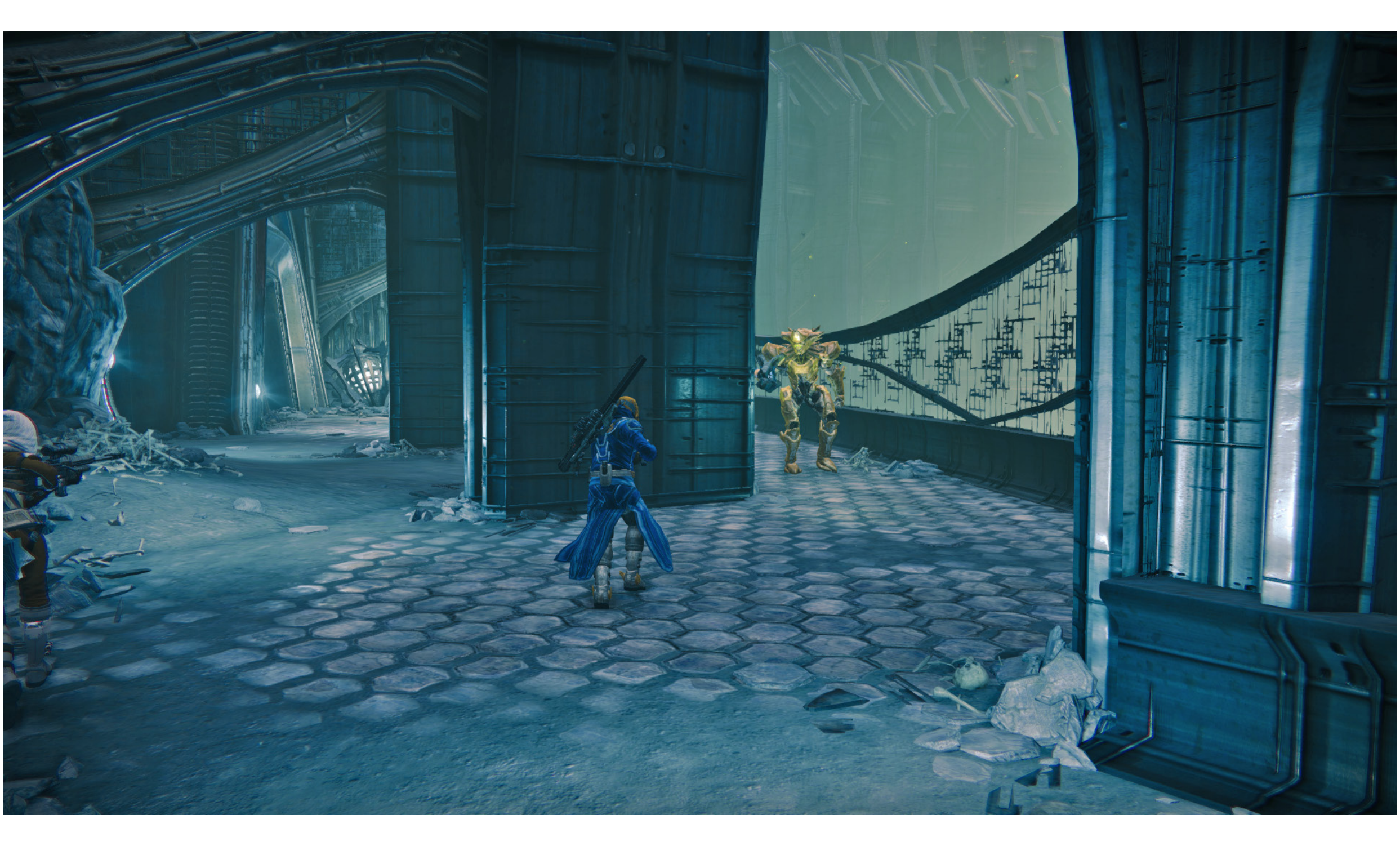
Objective: Find the Summoning Pits



With the room clear of enemies, your Ghost opens the door. Follow the cave as it descends deep into the Hive fortress. In the next room, an Ogre accompanies a Major Knight, while smaller Hive immediately attack. Eliminate the weaker ones before concentrating your efforts on the big guy. Exit out the doorway that he guarded and follow the caves and bridge until you reach the Circle of Bones.

Objective: Enter the Summoning Pits

Location: Circle of Bones



Head to the left, knocking down any Hive that get in your way. Follow the objective markers into the narrow overlook at the far end, where two Major Knights present a small challenge for your Fireteam. Slip into the doorway on the left and follow the path to find The Summoning Pits.

Objective: Defeat Phogoth

Location: The Summoning Pits

The Hive have an Ultra Ogre chained up inside and it is up to the three Guardians to dispose of it before it is released.

PHOGOTH

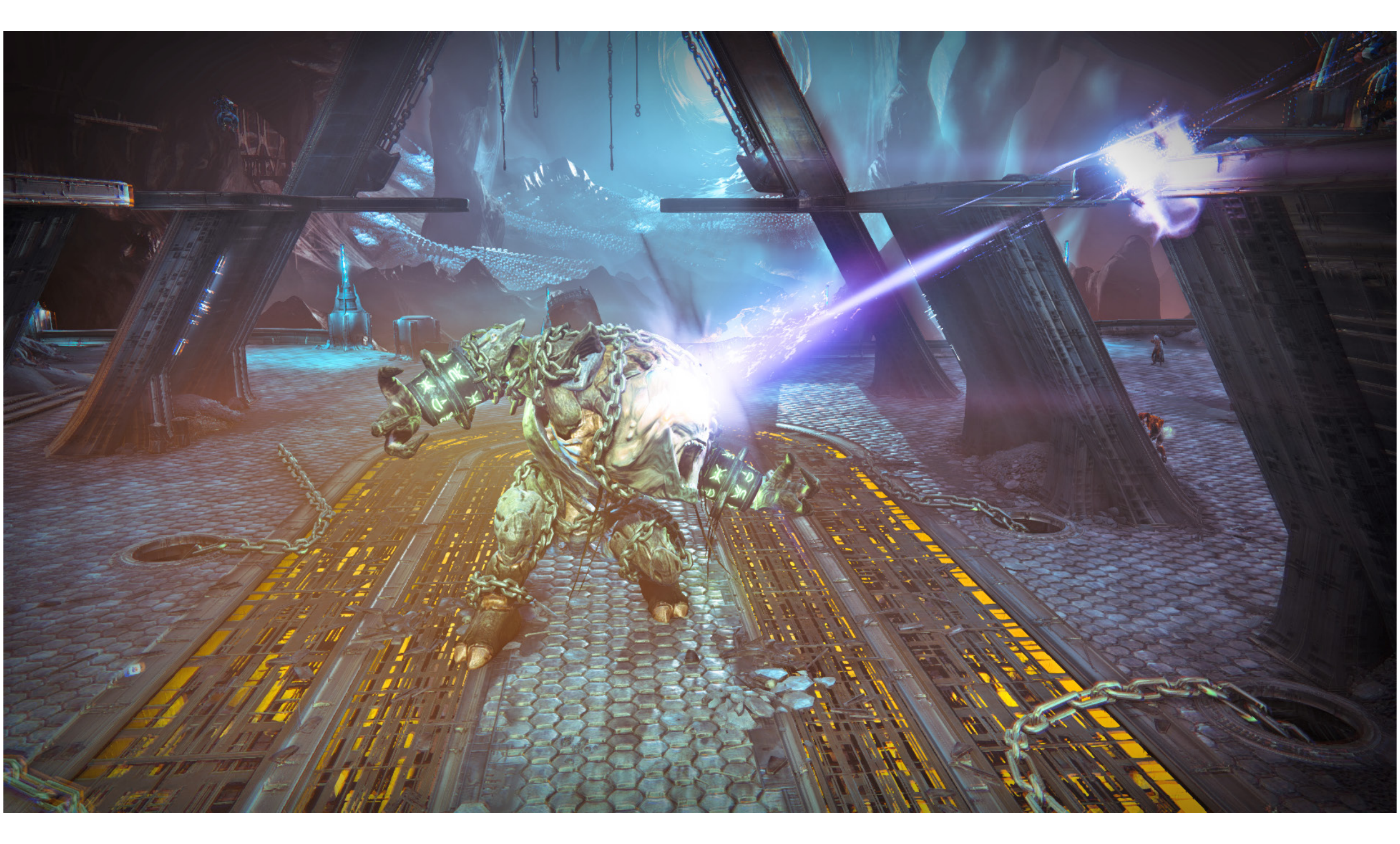
Weak Spot: Chest

Attacks: Eye Blast, Ground Slam

Attacks

Eye Blast:

Phogoth has a similar Eye Blast to the minor Ogres, but it is a much more powerful and suppressive fire. Do not stand still in the open or this deadly projectile will find you.



Ground Slam:

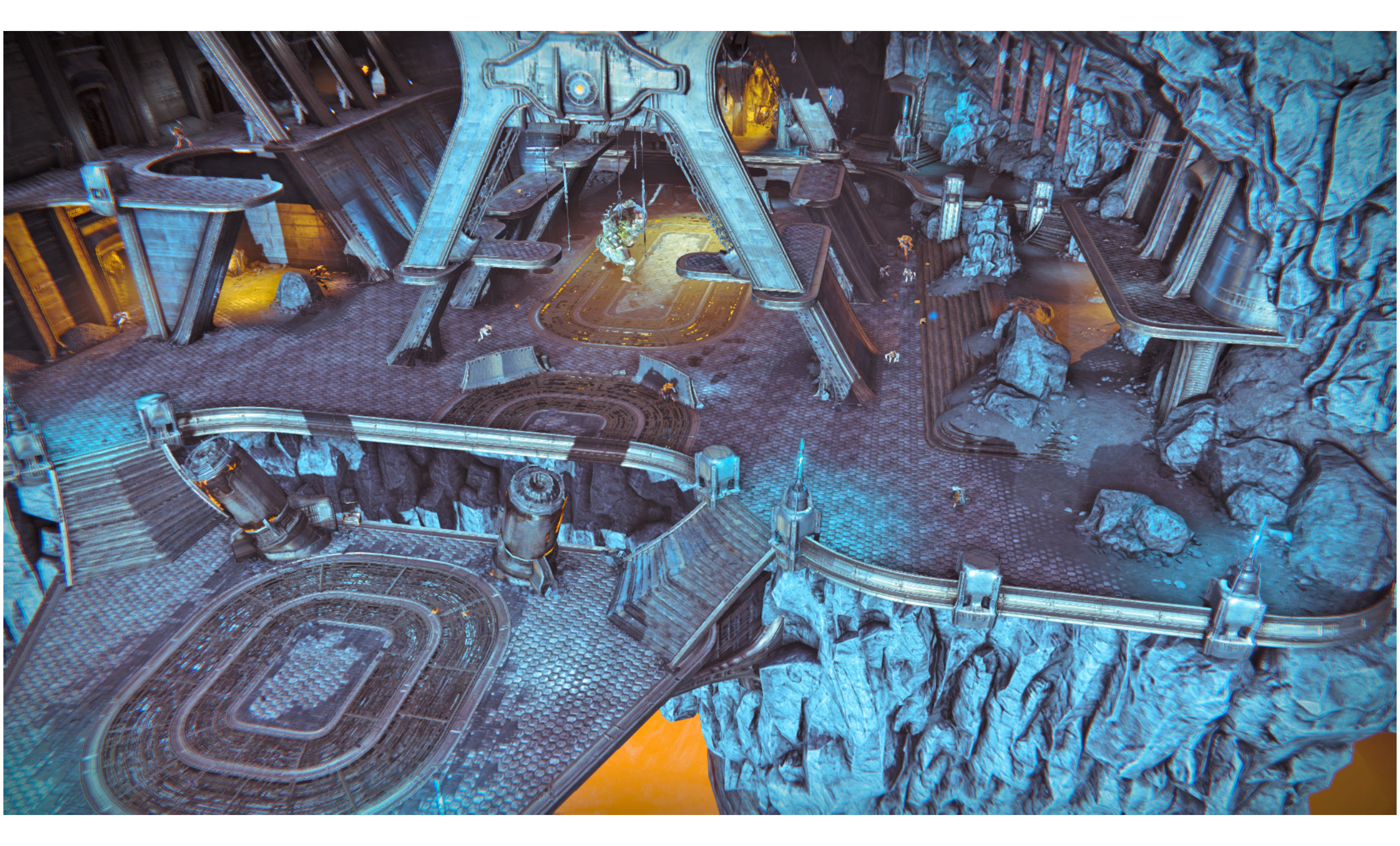
Get close to the behemoth and he releases a 360-degree ground slam that knocks you back.

Strategy

This battle takes place in a huge arena with high balconies surrounding all but one side, where a lower platform can offer a short period of respite. Despite his powerful attacks and high Vitality, the boss isn't the toughest part of this fight. It is the huge amounts of Hive minions who occupy the platforms and are added in waves throughout the combat.

The door opens up to reveal the beast chained up, trying to break free, as Hive enemies are strewn all over the arena. One big difference between Phogoth and typical Ogres is its weak spot. Instead of the forehead, you need to focus your attacks at its chest, which can be tough to hit when it slouches over.

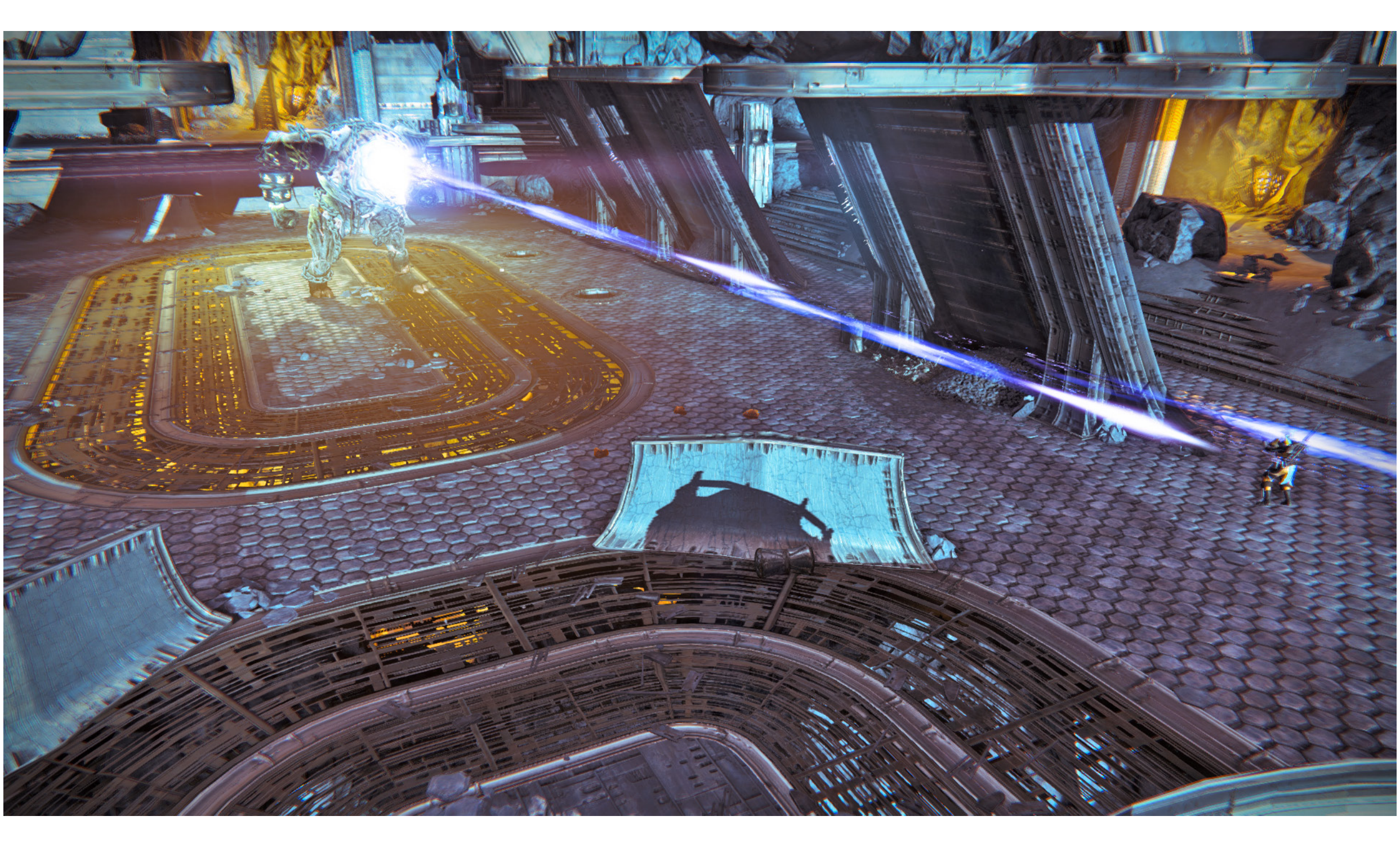
From the doorway, spend a little time focusing all attacks at its weak spot before the Thrall reach your position. As a deterrent, any time you spend too much time in the small entryway, these Thrall enter the room and a Shrieker appears high in the corner. Therefore, it is suggested you move out into the arena, before this happens.



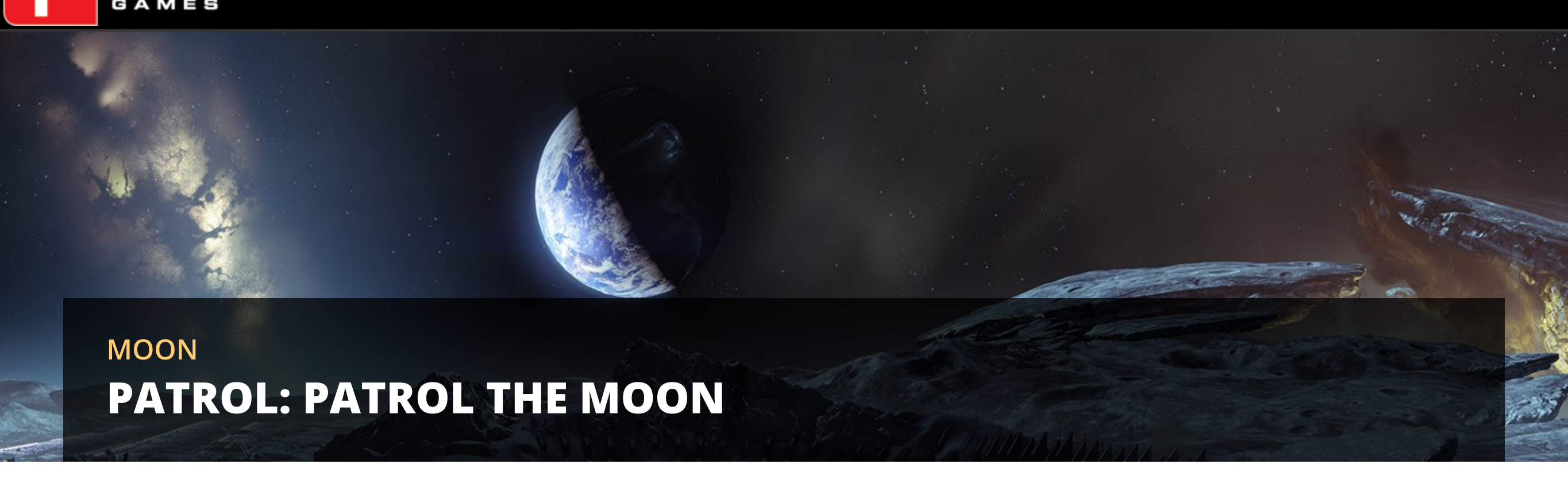
From here on, things get really chaotic. There isn't a safe location to fire from and hold, since the Hive will seek you out wherever you hide. Stay on the move, switching between the floor and high balconies to avoid being overwhelmed. There are multiple ways to handle this fight, but one tactic is to dedicate two players to managing the additional enemies, while the third player focuses solely on the boss.

The lower platform at the end of the arena is often a good spot to escape to, but be aware of incoming drop ships. The Hive may spawn right on top of you, if you aren't careful.

If you are the last Guardian standing, it is often best to just stay alive until another member of your Fireteam respawns. Only risk reviving a teammate if you are sure you can do so safely. Continue to eat away at Phogoth's health until it collapses.



With the big guy finally defeated, search the area for loot. If you haven't already done so, grab the Gold Chest on the lower platform, between the stairs. At the Tower, turn in the Silken Codex to the Cryptarch



MOON

PATROL: PATROL THE MOON

PATROL THE MOON

Level 8 Story / Archer’s Line, Ocean of Storms, Moon

Enemy Races: Fallen, Hive

Rewards: XP Bonus, Vanguard Reputation

Patrol Missions

Access one of the many Beacons around the Moon to acquire one of the following missions.

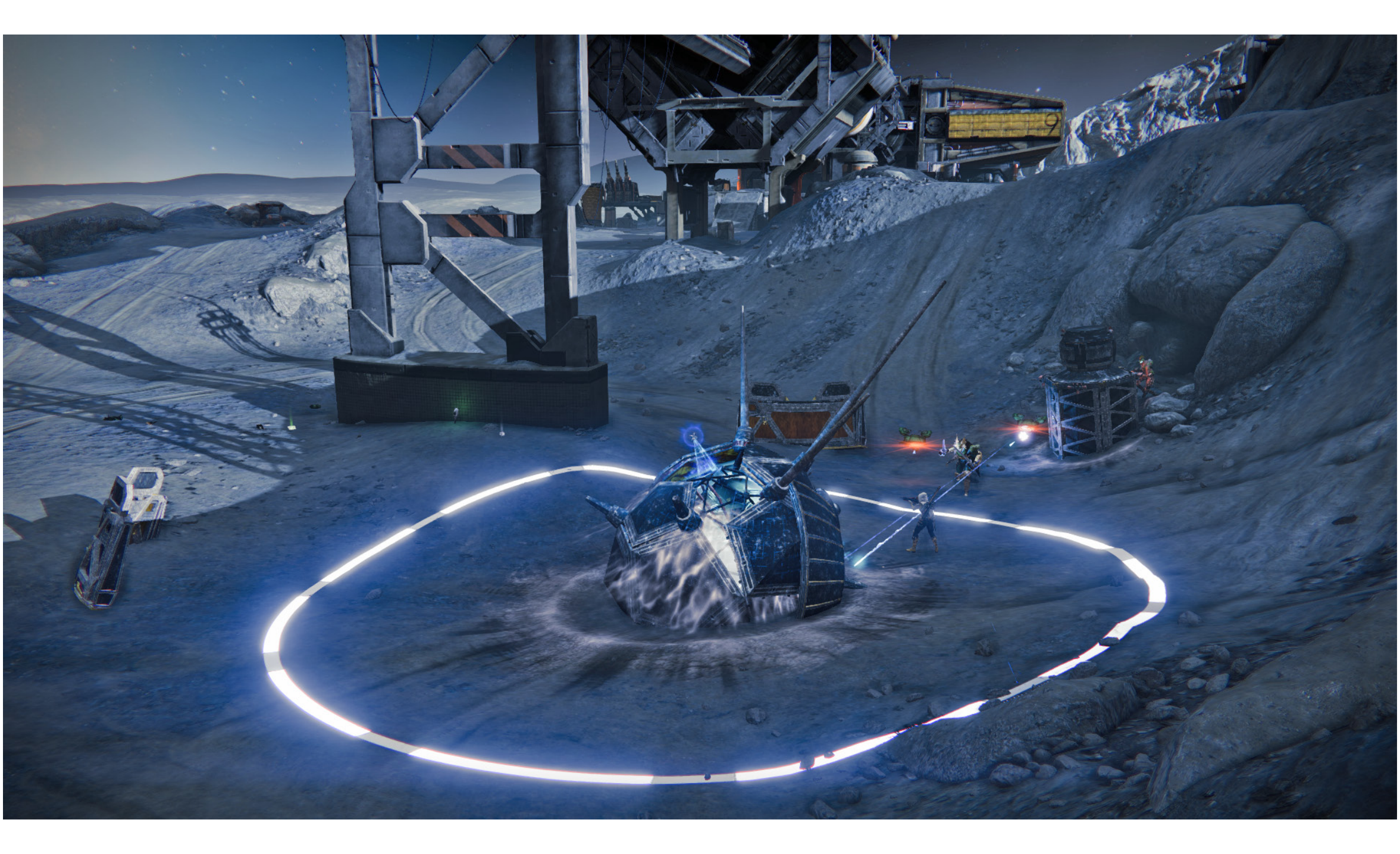
Mission Name	Description	Objective Location	Objective
Surface Sanction	Scour the lunar surface for enemies of the City.	Location w/Enemies	Kill Enemies
Dust to Dust	Gather Marrow Dust, a superb solvent, from defeated Hive warriors.	Location w/Hive	Collect Marrow Dust
Deny Their Power	Kill Fallen and recover the Shock Cores they use to charge their weapons and equipment.	Location w/Fallen	Capture Shock Cores
Reckon Their Sins	Kill Fallen and collect their Temper Cloth and the data filaments within.	Location w/Fallen	Collect Temper Cloth
Rites of Obedience	Kill Dreg specimens and collect their nerve interface Docking Caps for study.	Location w/Fallen Dregs	Collect Docking Caps
Ether Hunt	Take out Fallen Dregs and Vandals and gather the Ether Sups they depend on for life.	Location w/Fallen Dregs and Vandals	Recover Ether Sups
Proxy War	Shoot down Fallen Shanks and recover their Fusor Proxy Drives for disassembly.	Location w/Fallen Shanks	Salvage Fusor Proxy Drives
Low Flying Defense Drones	Look for Swivel Turrets in the wreck of Fallen Shanks. They’re valuable salvage.	Location w/Fallen Shanks	Collect Swivel Turrets
Induction To Pain	Search Fallen Vandals for Induction Rods, full of useful energy systems.	Location w/Fallen Vandals	Collect Induction Rods
Husk Harvest	Search dead Hive for Husk Flakes, peeled from their grotesque armor.	Location w/Hive	Collect Husk Flakes
Sample Grafts	Collect the grafted bones of Hive Acolytes so their unnatural fusion can be understood.	Location w/Hive Acolytes	Collect Grafted Bones
Gather Arc Inducers	Kill Hive Acolytes and detach their Arc Inducers. The City must understand the Hive’s power.	Location w/Hive Acolytes	Collect Arc Inducers
Collect Symbiotes	Peel Scalpel Leeches from the flesh of dead Hive Knights so their enzymes can be extracted.	Location w/Hive Knights	Collect Scalpel Leeches
Fallen Tag	The Cryptarchs request a scan of glyphs scrawled by a new Fallen House.	Anchor of Light	Scan Marking
Built To Last	Help the Cryptarchs understand the relation between a Hive Rune and the surrounding architecture.	Temple of Crota	Scan Hive Structure
Shuttle Down	Dead Orbit seeks details on the wreckage of a Golden Age aircraft sent to the Moon, to aid future technology development.	Anchor of Light	Scan Shuttle
Not Beyond Infinity	Scan a collapsed arm of the accelerator to aid Dead Orbit in ship and weapons technology.	Archer’s Line	Scan Accelerator
Relic Finder	Future War Cult is seeking analysis of a Hive relic, as the basis for a potential weapons platform.	Hellmouth	Analyze Relic
Ears To The Ground	Future War Cult wants to test the functionality of a communications array.	Anchor of Light	Analyze Comm-link
Power Underwhelming	New Monarchy requests weapons data stored in the central computing station of the Colony base.	Anchor of Light	Core Analysis
The Accelerator	Retrieve Golden Age data logged at the Moon’s cargo accelerator.	Archer’s Line	Transfer Logs
The Stash	Levante is desperate for anything you can recover from a Fallen technology cache near the Hellmouth.	Hellmouth	Scan Tech
Into the Dark	Gather intelligence on Hive instruments in their launch chambers for Eva Levante’s research.	Temple of Crota	Scan Hive Instruments
To the Ship	Recover data from a Hive Seeder to help Holliday understand our enemies’ flight systems.	Temple of Crota	Record Launch Data
Seeder Control	Analyze a component of a Hive Seeder to aide Holliday in her propulsion research.	Hall of Wisdom	Analyze Component
Will it Blow?	Banshee-44 needs to determine if ancient fuel sources are still viable.	Archer’s Line	Fuel Analysis
Colony Lost	Banshee-44 is desperate for information on the ruins of a colony structure that may have sunk into the Hellmouth.	Hellmouth	Scan Structure
The Harder They Fall	Take down a Hive monstrosity Guardians have been hunting for years.	Temple of Crota	Take Down Ogre
Going To Need A Bigger Gun	Taking down one of the great Hive monsters will bring a good price.	Gatehouse	Kill Ogre
Troll Patrol	Bring down a frenzied Hive Ogre and scatter its attendants.	Hall of Wisdom	Kill Ogre
Take Down	Eliminate a Hive Wizard believed to be heading for Earth.	Temple of Crota	Kill Hive Target
Bury the Wizard	The price on this Wizard’s head is high. Take it out.	Gatehouse	Eliminate Hive Target
The Wizard in Dust	Every ship near the Moon can detect this Wizard’s dark power. You must defeat it.	Hall of Wisdom	Kill Wizard Target
The Way In	Scout the area surrounding a lesser known entrance to the Hive fortress.	Archer’s Line	Scout Hive Entrance
Search and Recover	Assess the viability of reclaiming an abandoned colony base near the Hellmouth.	Hellmouth	Scout Base
In Deep	Investigate the launch chambers to assess the threat level of the Hive invasion.	Temple of Crota	Probe Area
Tight Grip	Scout the ruins of a Colony base held by Fallen for potential reclamation by mankind.	Anchor of Light	Scout Area
All that Remains	Survey the extent of the damage the Fallen have inflicted on an ancient communication outpost.	Anchor of Light	Survey Area
Into The Maw	Recon the interior of the Hive fortress with particular focus on the miasma spewing from the Hellmouth.	Gatehouse	Scout Hellmouth

PE Public Events

Check out the maps at the start of the Moon chapter to find where the events occur and how often.

Defend the Warsat

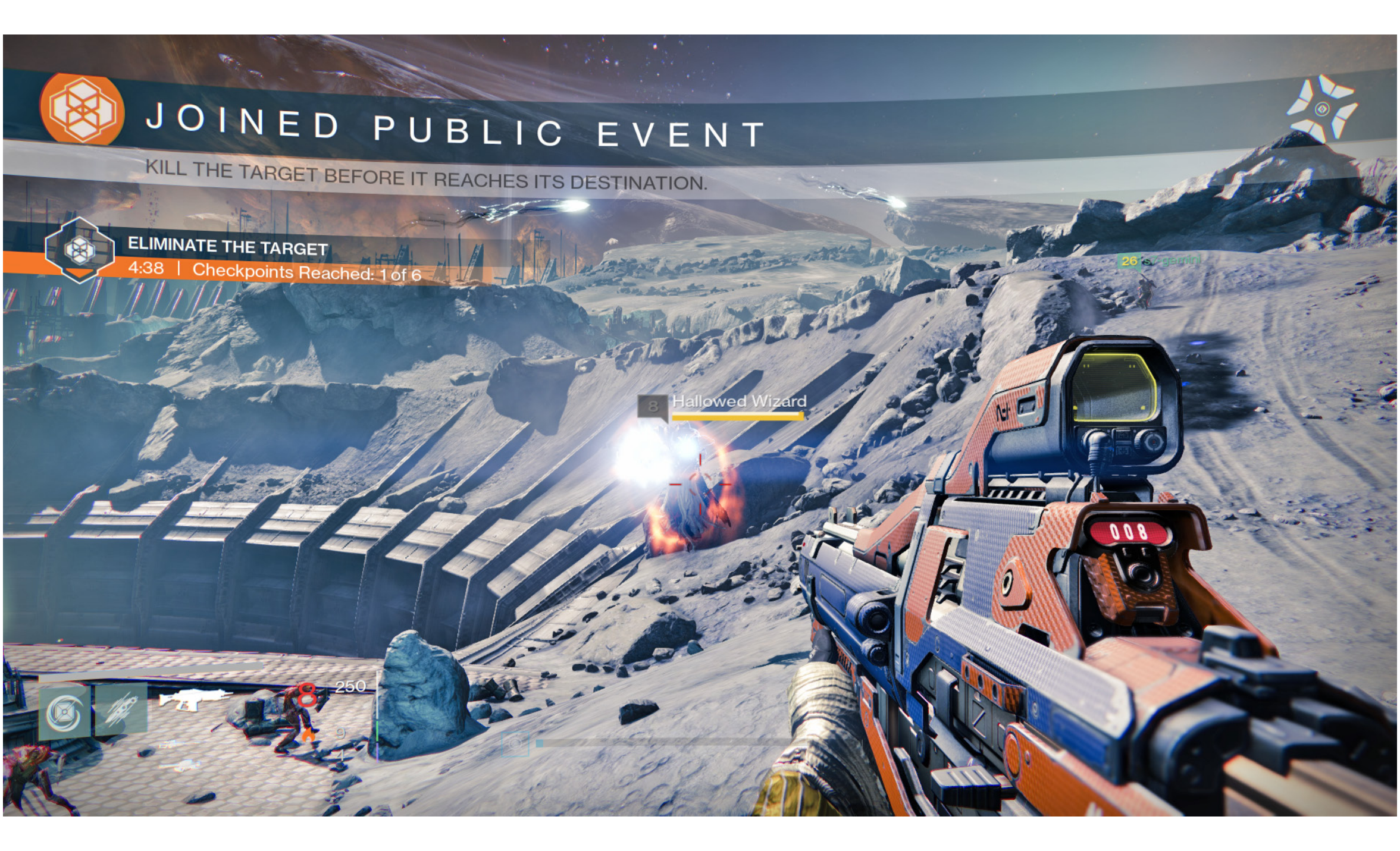
Locations: Archer’s Line, Hellmouth, Anchor of Light



A flash of light represents the touchdown of a Warsat in the area as a one minute timer begins a countdown. One Guardian must deploy their Ghost to start the event. A circle appears around the satellite. As you stand inside it, a meter starts to fill with a number inside. Your objective is to guard the Warsat until the number reaches 100. Step out of the circle and the meter pauses. The more Guardians that are linked (standing inside the circle), the faster the meter fills. Enemies are constantly dropped in as a timer counts down from four minutes. In Hellmouth, it is possible to have two Factions, the Fallen and Hive, attacking the Warsat.

Eliminate the Target

Locations: Hellmouth, Anchor of Light


JOINED PUBLIC EVENT
KILL THE TARGET BEFORE IT REACHES ITS DESTINATION.
ELIMINATE THE TARGET
4:38 | Checkpoints Reached: 1 of 6
Hallowed Wizard
250

An enemy appears in the area and slowly makes its way to a certain destination. Your objective is simply to eliminate it before it gets there. It is always a special enemy with more vitality and aggressive behaviors than the norm. Its progress through five checkpoints is given on the left of the screen, along with a timer. Take it down before the timer reaches 0 and it reaches checkpoint 5 to complete the event.

Defeat Extraction Crew

Locations: Archer’s Line, Hellmouth

A crew of Fallen are dropped into the area as they attempt to extract precious Glimmer. The Guardians must clear the drill site by killing all of the Fallen. Once one crew has been defeated, a second shows up elsewhere in the zone. Clear out three drill sites to complete the event and earn a Gold Tier.

Destroy Fallen Walker

Location: Anchor of Light

A Fallen drop ship delivers a Devil Walker into the public space. Now it is up to the Guardians to defeat the tank, before it causes too much trouble. Take down the target in the same manner as in the Earth Strike, Devils’ Lair. Do so before the five-minute timer reaches zero to complete the event with a Gold Tier. Remember that it is invulnerable until its lights come on.

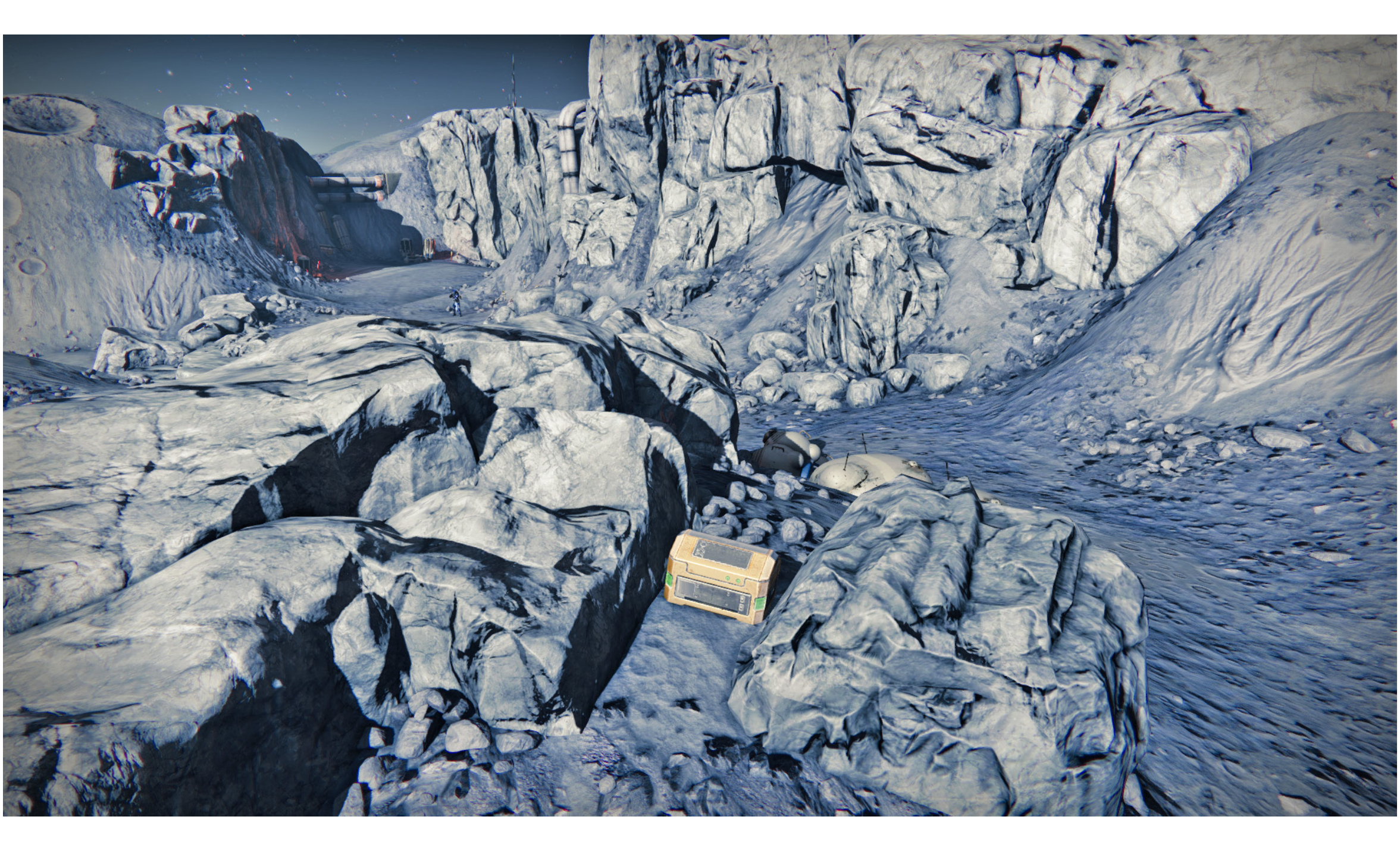
Gold Chests

1:Temple of Crota

Enter the temple, drop to the lowest floor, and spin to the right to find the exit. Follow the path further into the Hive temple. Cross the bridge into the ship and continue out the right side—stopping at the end of the ramp. Look down to the right to spot a small platform with a Gold Chest.

2:Archer’s Line to Hellmouth

As you make your way to Hellmouth from Archer’s Line, look for a rock formation on the left just before the short bridge. Look behind it to find this Gold Chest.

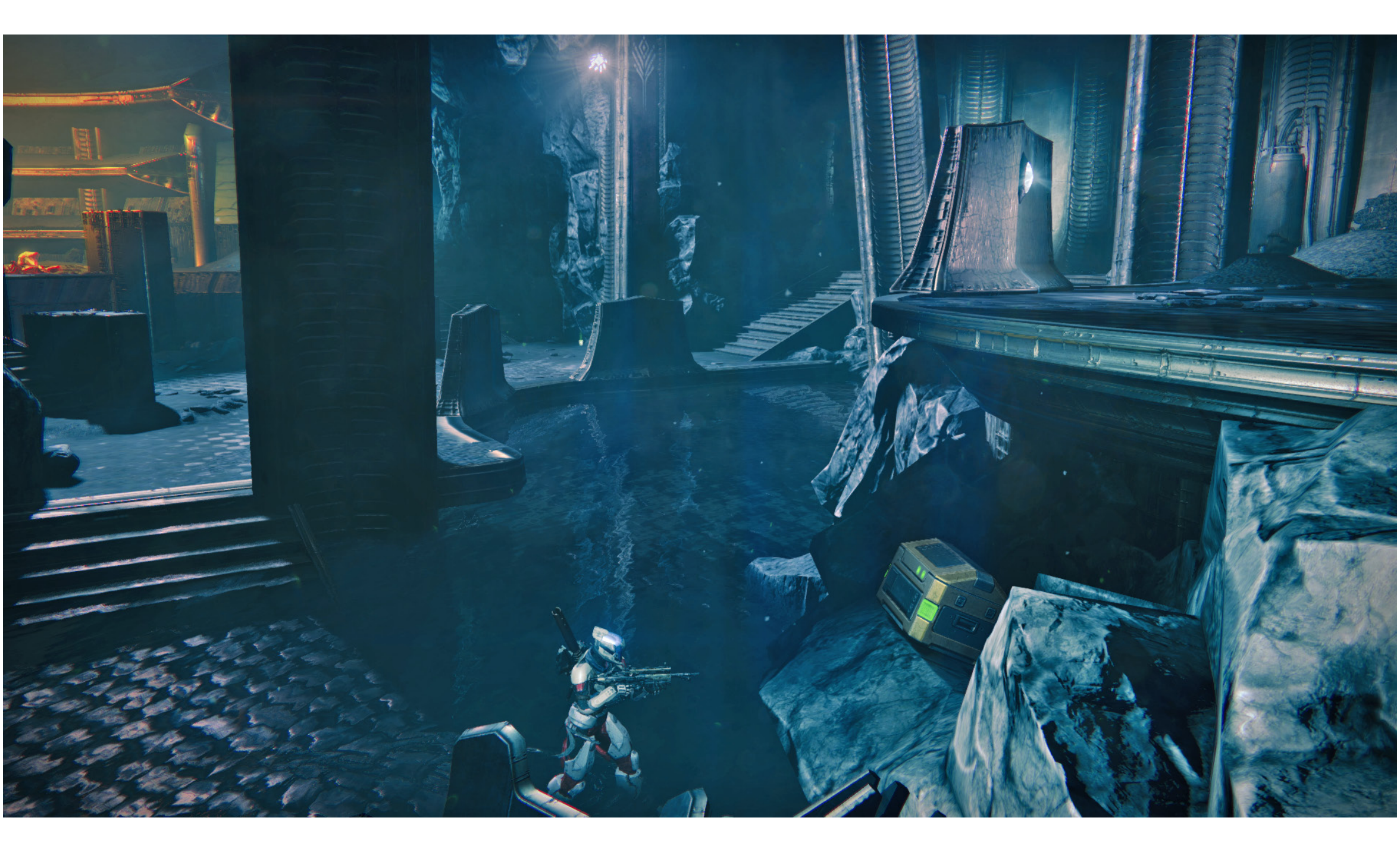


3:Archer’s Line to Hall of Wisdom

Climb the hill across from the starting point in Archer’s Line, cut through the debilitated dome structure, and follow the path into the Hive fortress. Take the spiral ramp down to the bottom of the cave or simply drop down. Enter the water to the right of the Hall of Wisdom entrance to find the chest.

4:The World’s Grave

Find this Gold Chest inside the final room of The World’s Grave. Drop into the water right away and search along the rocky wall to get your reward.



5:The Summoning Pits

This chest is only accessible during the Moon Strike, The Summoning Pit. Move over to the lower platform at the far end of the arena and search between the two staircases.

Dead Ghost Locations

1 Archer’s Line

From the landing zone, approach the cargo accelerator that spans across the zone and turn left. Climb up the pile of containers and search the right side of the accelerator tube to find a Dead Ghost in a small nook.

2 Archer’s Line

Find the moon dome at the top of the hill, near the accelerator. Look over the edge to the right to spot a Dead Ghost resting on a narrow ledge below.

3 Anchor of Light

Locate the main building with a giant satellite dish. You'll have to climb and jump up the girders in order to find the dead ghost on one of the supporting beams.

4 Temple of Crota

At the Temple of Crota, a Dead Ghost is visible through a grating in the courtyard, but you must descend to the bottom of the temple and make your way back up to get it. Clamber up a rock pillar, cross some platforms, and finally reach the terminal where the collectible sits.

5 Hellmouth

Located near the entrance from Archer’s Line, a couple open buildings surround a big crack in the Moon’s surface. Enter the central structure and search around the computer on the left. Sitting on the console, opposite a dead astronaut, is another Dead Ghost.

6 Circle of Bones

Upon entering the area, follow the right-hand side, down a hallway, to find a u-shaped window; once there, jump on the ledge. From the ledge, double-jump to the area behind it. Now follow the railing on the side to find the Dead Ghost.

7 Gatehouse

Enter the Gatehouse and step off to the left side of the overlook. A Dead Ghost sits on a pillar, just off of the rock ledge.

8 Hall of Wisdom

Inside the Hall of Wisdom, just before the exit to Circle of Bones, look toward the drop off on the left. Run over to the wall on the right side of this gap and walk out onto the narrow strip of rock to collect a Dead Ghost.

10 Shrine of Oryx

During the Shrine of Oryx mission, as you cut through the corridor between Hall of Wisdom and the shrine, look for the pile of bones in the corner, where you fight the Thrall and a Knight.Resting atop the pile is the Dead Ghost.

VENUS

OVERVIEW

When the Traveler parted the clouds of poison gas around Venus and raised its seas, lush jungles blossomed from equator to poles. The records tell of the shining cities our ancestors built on that fresh new world. The greatest universities, museums, and libraries—all now swallowed by the jungle again.

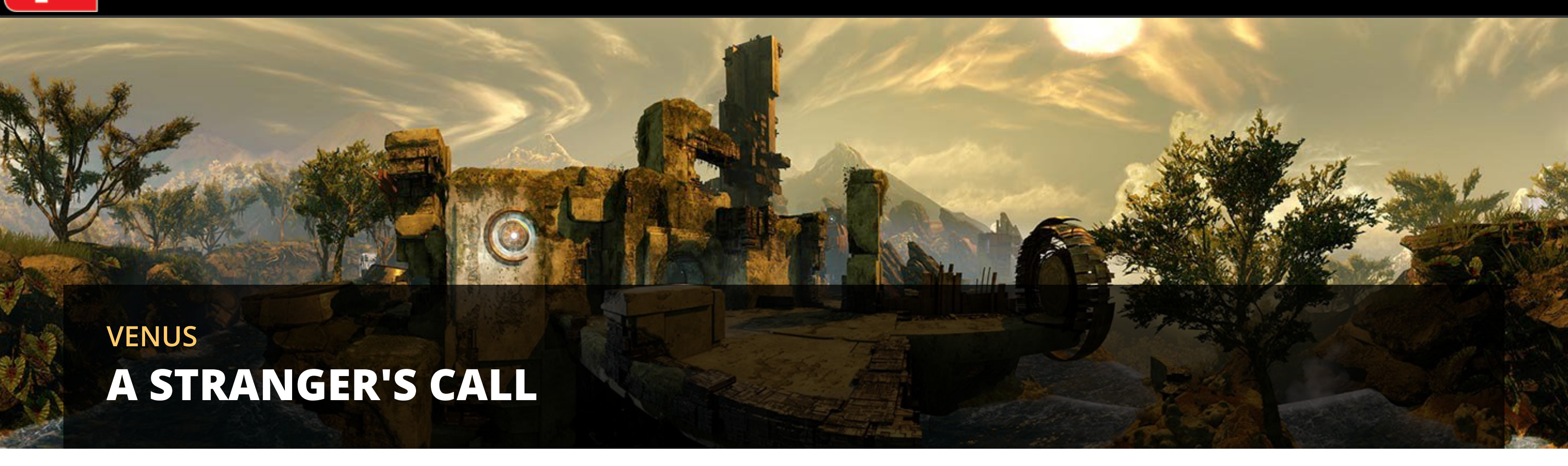
Without the Traveler's Light, the sulfuric gasses of the planet's blue-burning volcanoes have begun to choke the skies once more. And some believe the ancient Vex that once occupied these lands have returned to claim it. Time is running out for us to explore the ruins of our ancestors, and bring home the knowledge and relics of the Golden Age before the planet consumes itself.

Resource:

Spirit Bloom

Enemy Races (Faction):

Fallen (House of Wolves, House of Winter), Vex (Hezen Corrective, Hezen Protective)



A STRANGER'S CALL

Level 10 Story / Headlands, Ishtar Sink, Venus

Enemy Races: Fallen, Vex

Suggested Damage Types: Void

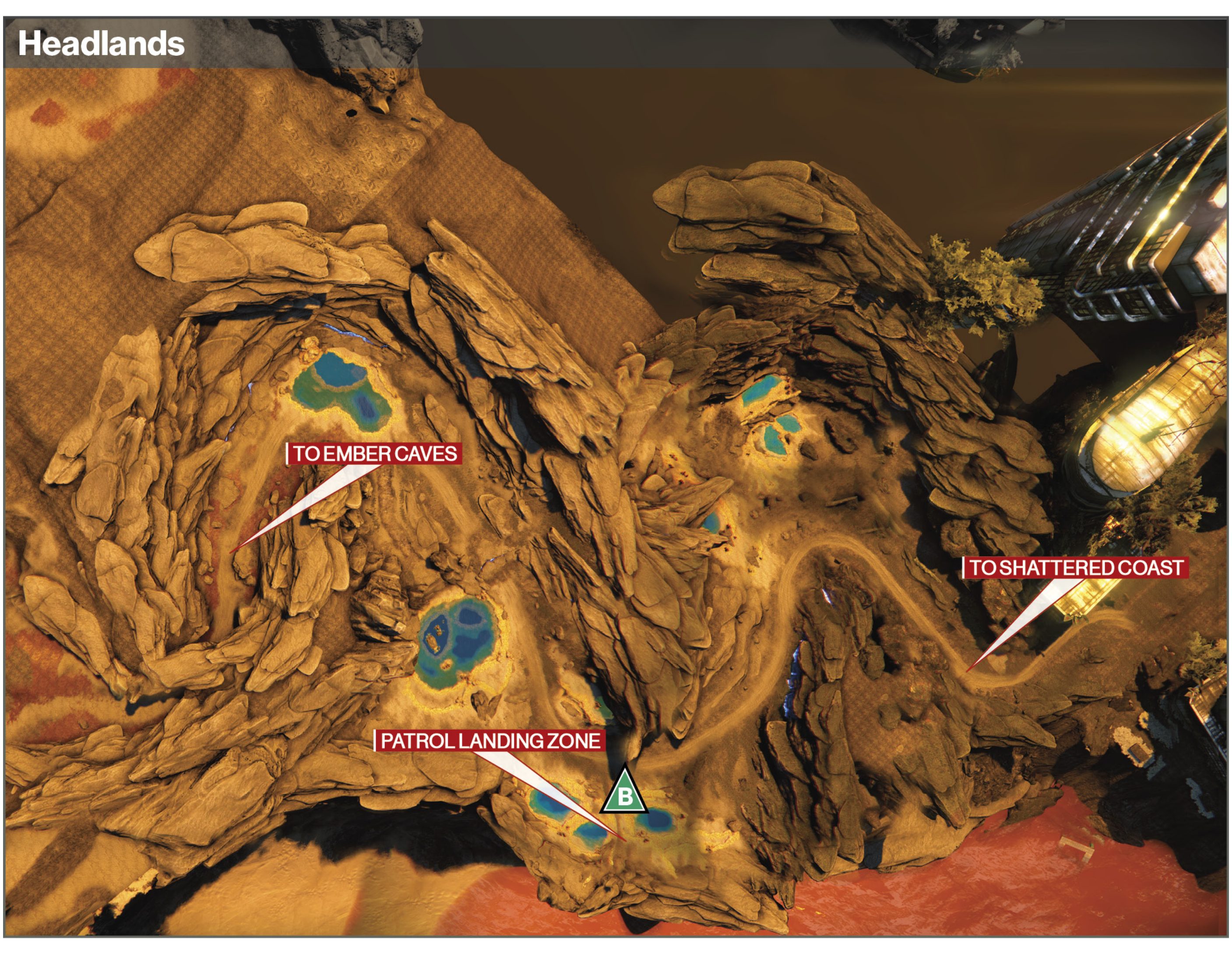
Rewards: XP Bonus, Armor Upgrade

Missions Unlocked: Patrol Venus (The player must visit the Reef and select The Awoken before continuing through the story.)

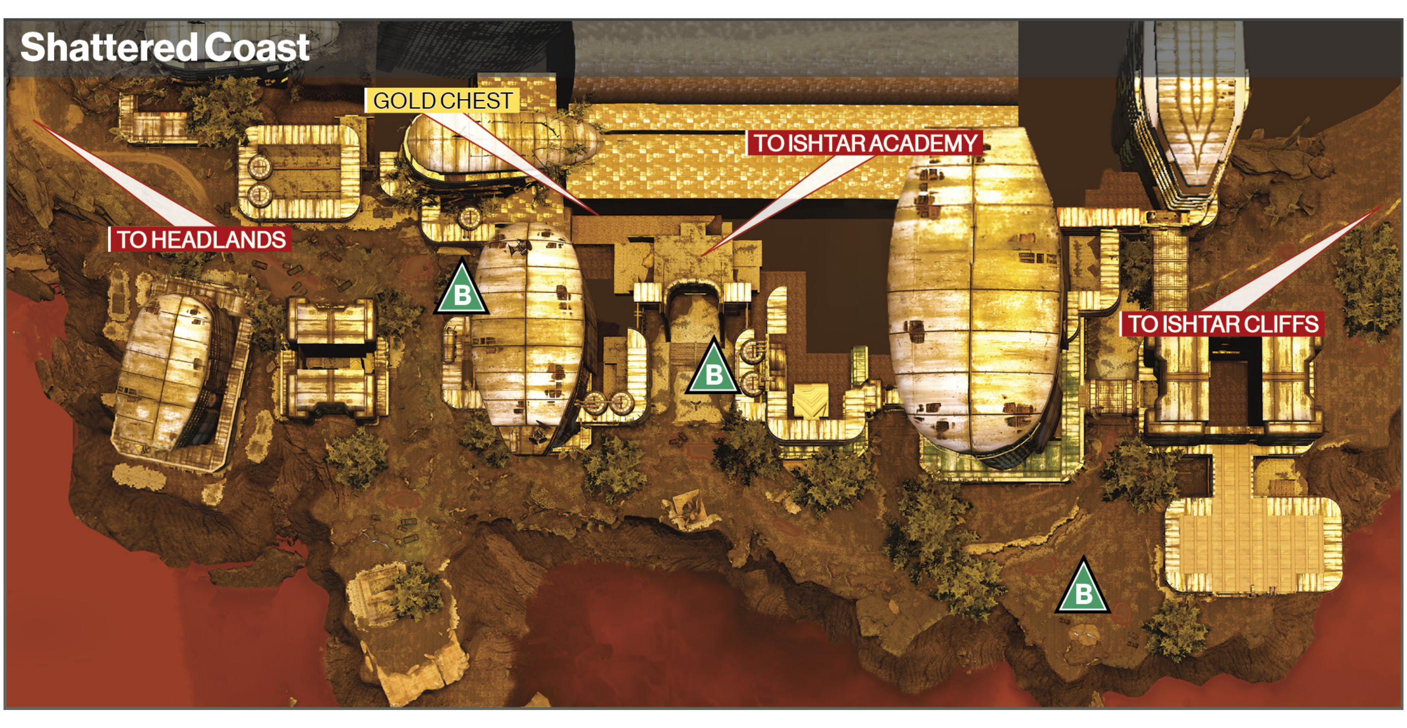
Combatant Changes With Heroic Or Epic Mission Modifier

Objective	Combatant Changes	Tip
Resist the Vex – Wave 2	+1 Minotaur	The Minotaur is introduced earlier on tougher difficulties.
Resist the Vex – Wave 3	+1 Minotaur	–
Resist the Vex – Wave 4	+1 Major Minotaur	Eliminate the weaker Vex before focusing your attention on the Major Minotaur.
Resist the Vex – Wave 5	+1 Major Minotaur	–
Resist the Vex – Wave 6	+1 Major MinotaurPer Sniper Squad – Hobgoblin and two Goblins	–

B Patrol Beacons are available only during the Patrol activity.



B Patrol Beacons are available only during the Patrol activity.



Objective: Find Guardian Outpost

Location: Shattered Coast

Just as you did on Earth and Moon, you must put in some legwork before using your Sparrow. Head down the hill into the Shattered Coast, killing the Fallen who occupy the street. The outpost is just around the corner, near the sea. A handful of enemies wander the area, so take care of them before you deploy your Ghost at the terminal.

Objective: Activate Vex Sensors

Continue down the coast until you find a group of Fallen inside the final building. Clear them out and then step up to the computer at the top of the steps. Have your Ghost access it to find your next destination.

Objective: Find the Coordinates

Location: Ishtar Academy

Return back up the coast, making a right turn when you reach the crew of Fallen. Drop into the hole and follow the corridor into Ishtar Academy.

Objective: Scan the Conflux

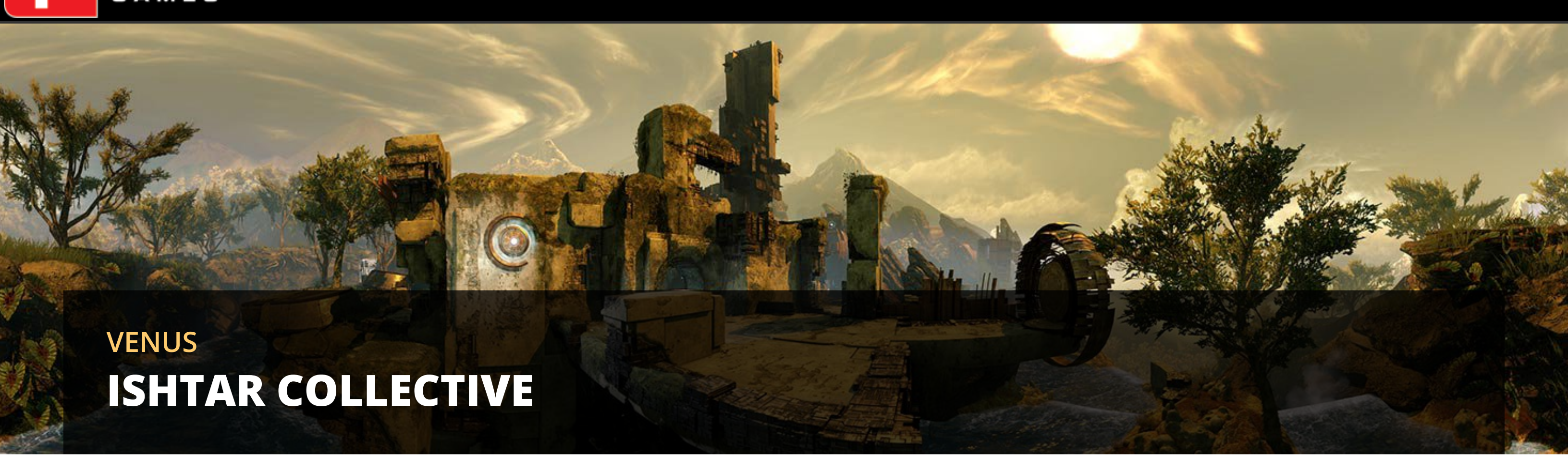
The area becomes a Darkness Zone. Step up to the conflux of energy and deploy your Ghost to investigate. This provides your first look at the Vex. Balconies on each side of Ishtar Academy offer alternate vantage points and a means of escape. A stairwell cutting through the middle of each side lets you gain a flanking position against the enemy.

Objective: Resist the Vex

First comes a big group of Goblins. Hit them in their glowing abs to destroy them faster. Blowing off their heads causes them to shoot erratically and rush toward you more quickly. Don't underestimate a group of them at range, as their blink walk ability lets them cover long distances very quickly. Hobgoblins join in next. They're very similar to Goblins, but they immediately shield when they're hit. So, unless you take them out with a high-powered weapon, you must wait for them to stand up again before you finish them off.

Eventually, a Minotaur shows up by the far door. This foe has the same blink walk ability and also fires erratically when its head is shot off. This is where the similarities end. It does not have a weak spot, and it is equipped with a Void shield. A teleport move lets it escape danger immediately, making it tougher to hit with your slower high-powered weapons.

A mix of these Vex types continues popping into the academy for six waves in all. Wipe out all of them to complete the first story mission on Venus. Once you're back at the Tower, turn in the Goblin's Eye to your Vanguard mentor for a choice of armor. Before you continue the story, you must journey to the Reef and visit The Awoken.



ISHTAR COLLECTIVE

Level 11 Story / Headlands, Ishtar Sink, Venus

Enemy Races: Fallen, Vex

Suggested Damage Types: Void, Arc (Epic)

Rewards: XP Bonus, Armor Upgrade

Mission Unlocked: Eye of a Gate Lord

Combatant Changes With Heroic Or Epic Mission Modifier

Objective	Combatant Changes	Tip
Eliminate the Fallen	Vandal upgraded to Major Vandal	—
Hold off the Vex – Wave 1	+2 Vex Squads	
Hold off the Vex – Wave 2	+2 Vex Squads3 Hobgoblins upgraded to Major Hobgoblins	Be careful not to become surrounded by the Vex—especially the six Minotaur in the final wave. Note that Harpies gain an Arc shield on Epic.
Hold off the Vex – Wave 3	+2 Vex Squads+3 Minotaur2 Minotaur upgraded to Major Minotaur	

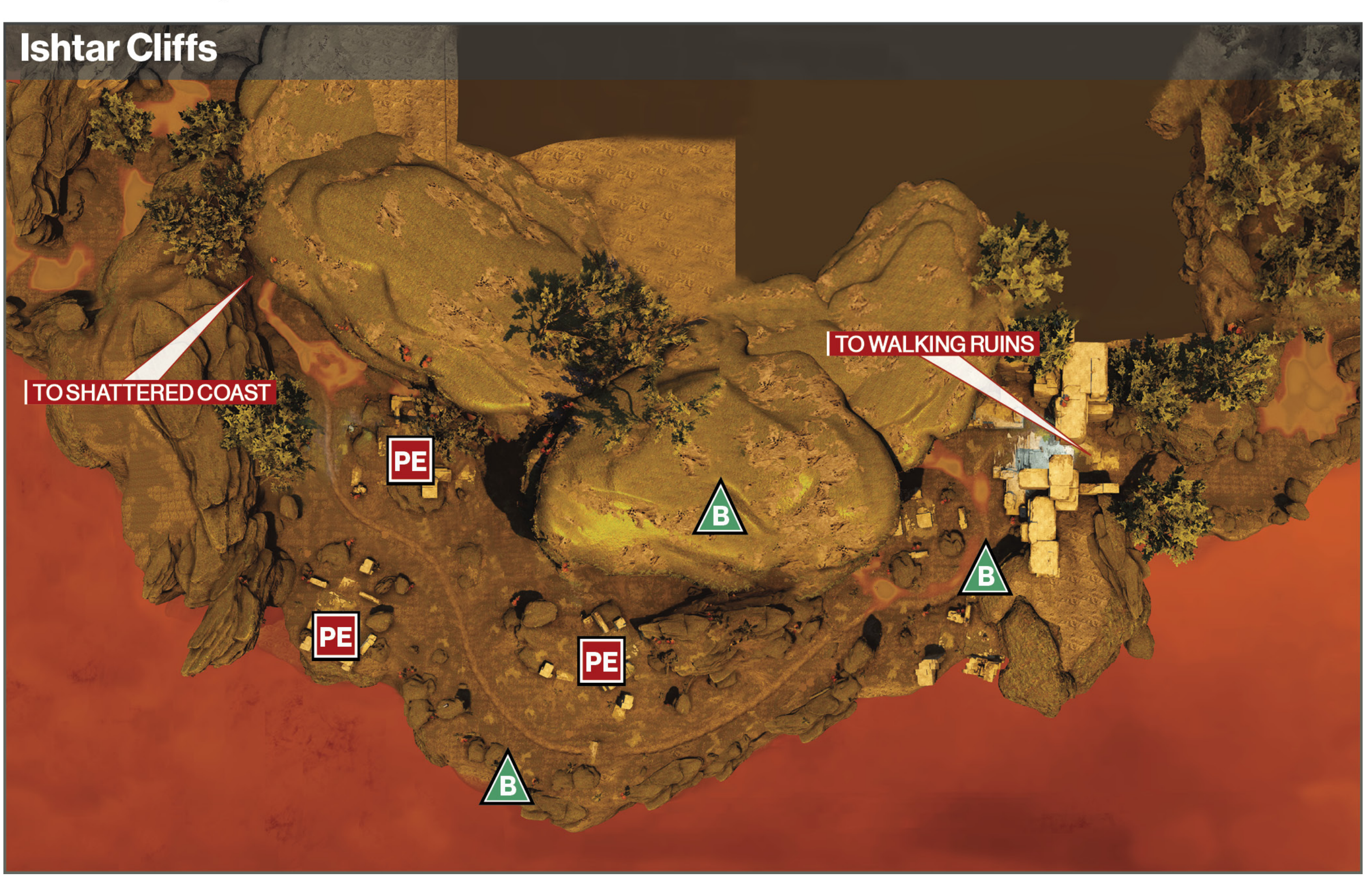
Objective: Head up the Coast

Location: Shattered Coast

Move back up the Shattered Coast, making a left at the building you visited during the previous mission. Next, continue to the sea before winding your way into Ishtar Cliffs.

B Patrol Beacons are available only during the Patrol activity.

PE Public Events frequency: 25-35 minutes

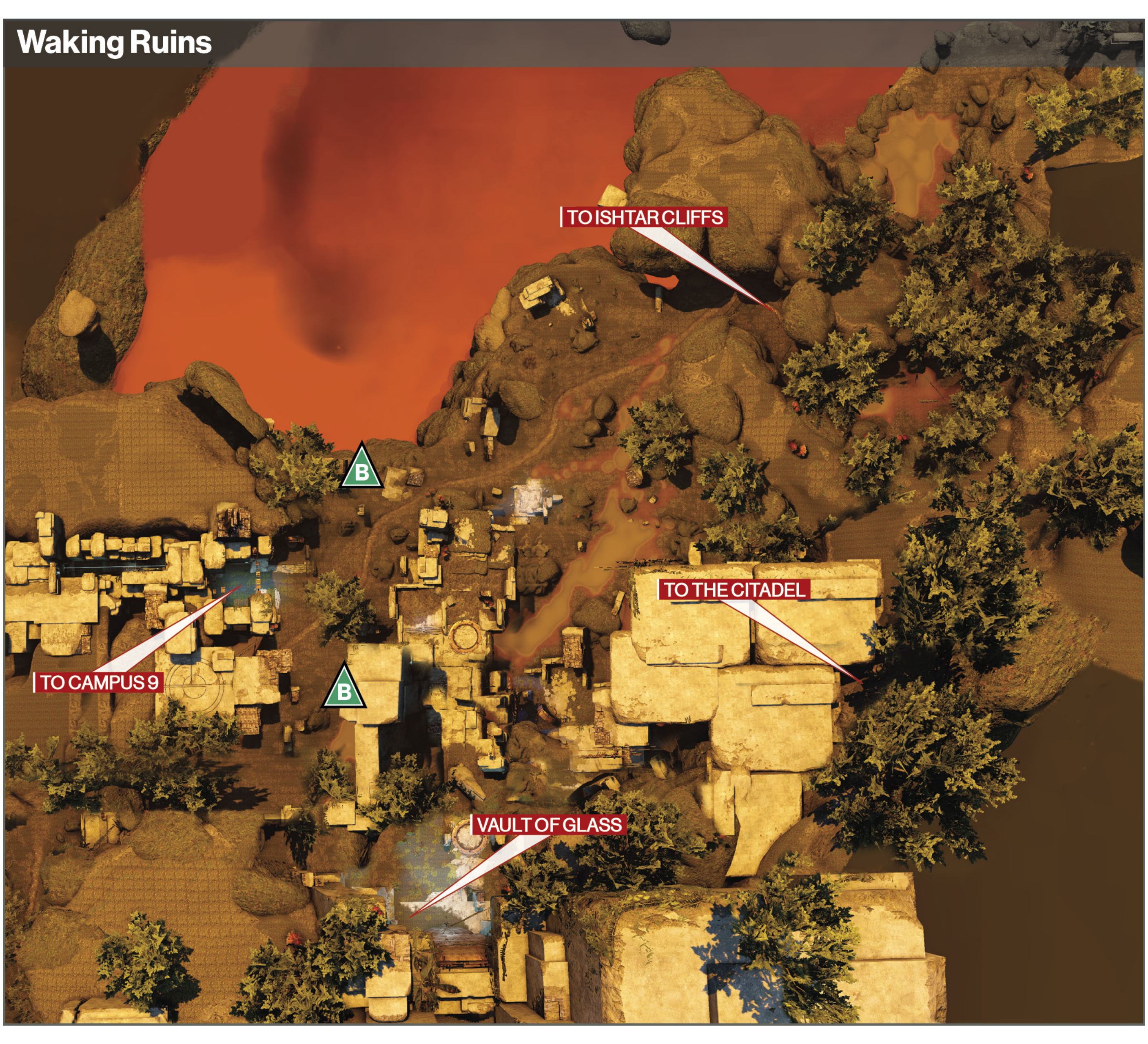


Objective: Find a Mind Core

Location: Ishtar Cliffs

Fallen occupy the first cliffs area, but you can speed directly past. Just ahead, a Cyclops phases into the zone. Harpies, Hobgoblins, and Goblins also inhabit the cliffs. The Cyclops lobs explosive projectiles from its perch, so be ready to sidestep to avoid the impact. Use the short wall for cover, pull out your Heavy Weapon, and fire at its eye. Note that it starts to fire erratically when it's low on health. After it explodes into little pieces, collect the Vex Mind Core that's left behind.

B Patrol Beacons are available only during the Patrol activity.



Objective: Find the Research Site

Location: Campus 9

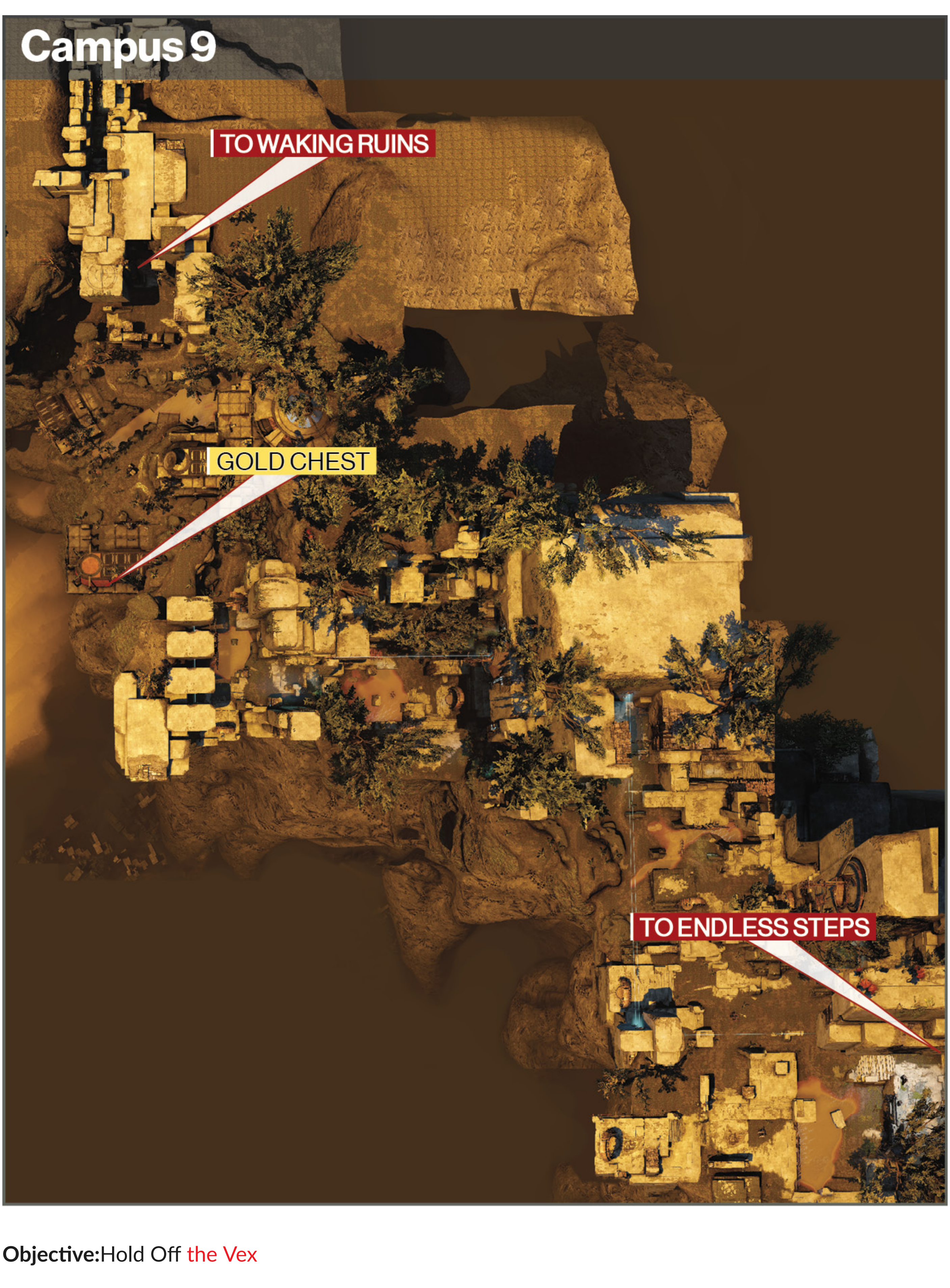
Exit Ishtar Cliffs via the opposite side, and continue through the Waking Ruins. Enter the narrow passageway and wind your way to Campus 9, which is designated a Darkness Zone.

Objective: Eliminate the Fallen

Fallen Vandals, Dregs, and Shanks patrol the area. Clear them out as you make your way to the research center.

Objective: Analyze Mind Core

Deploy your Ghost at the terminal so he can analyze the item. This gets the attention of the Vex, who spawn just outside.

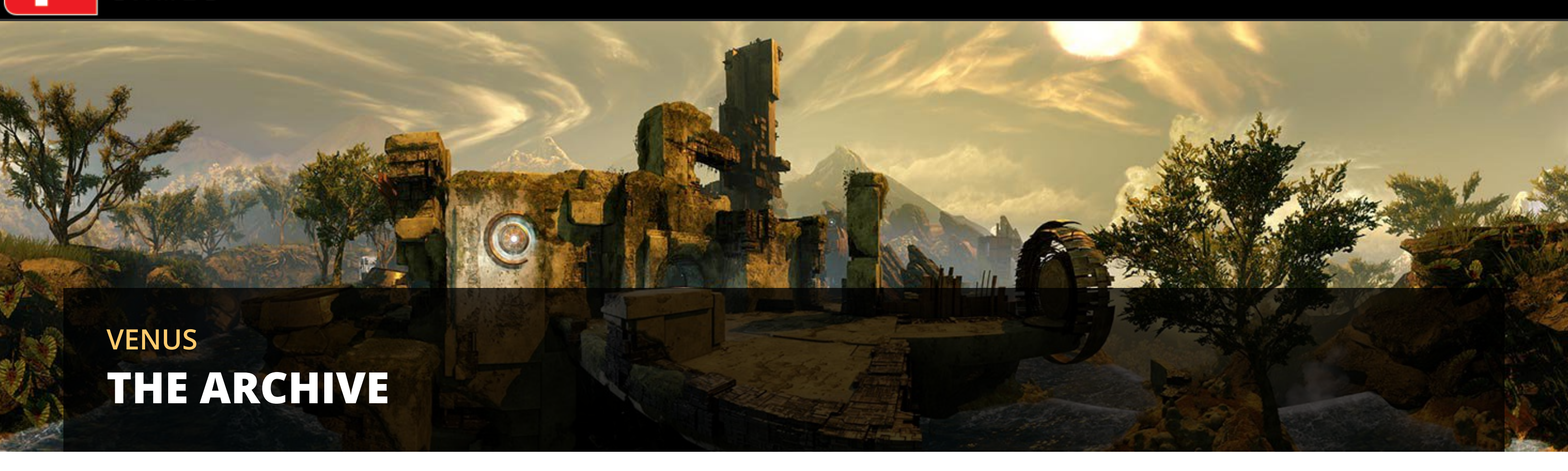


Objective: Hold Off the Vex

Defend your Ghost from the Vex Harpies, Goblins, Hobgoblins, and Minotaur that appear in three waves. A good auto rifle works well against the groups of machines. Watch your tracker to see the direction that the next threat approaches from, keeping an eye out for incoming grenades. The final Vex wave spawns on both sides of the research center, and it can get difficult as multiple Minotaur appear. It's best to exit the building at this time to avoid getting pinned down inside. This also allows you to deal with the enemies at your own pace.

Objective: Return to Ghost

With the threat eliminated, return to your Ghost to complete the mission. Turn in the Radiolaria to the Vanguard mentor to receive armor.



THE ARCHIVE

Level 12 Story / Headlands, Ishtar Sink, Venus

Enemy Races: Vex, Fallen

Suggested Damage Types: Void, Arc, Solar (Epic)

Rewards: XP Bonus

Missions Unlocked: Scourge of Winter, The Nexus Strike

Combatant Changes With Heroic Or Epic Mission Modifier

Objective	Combatant Changes	Tip
Multiple Objectives in the Archive	Additional Fallen squads spawn in each wave.	At the start of this area, you can eliminate a bunch of the Fallen with a long-range weapon. However, you must move throughout the platforms and walkways to completely clear them out. Bring a good auto rifle or shotgun for best results.

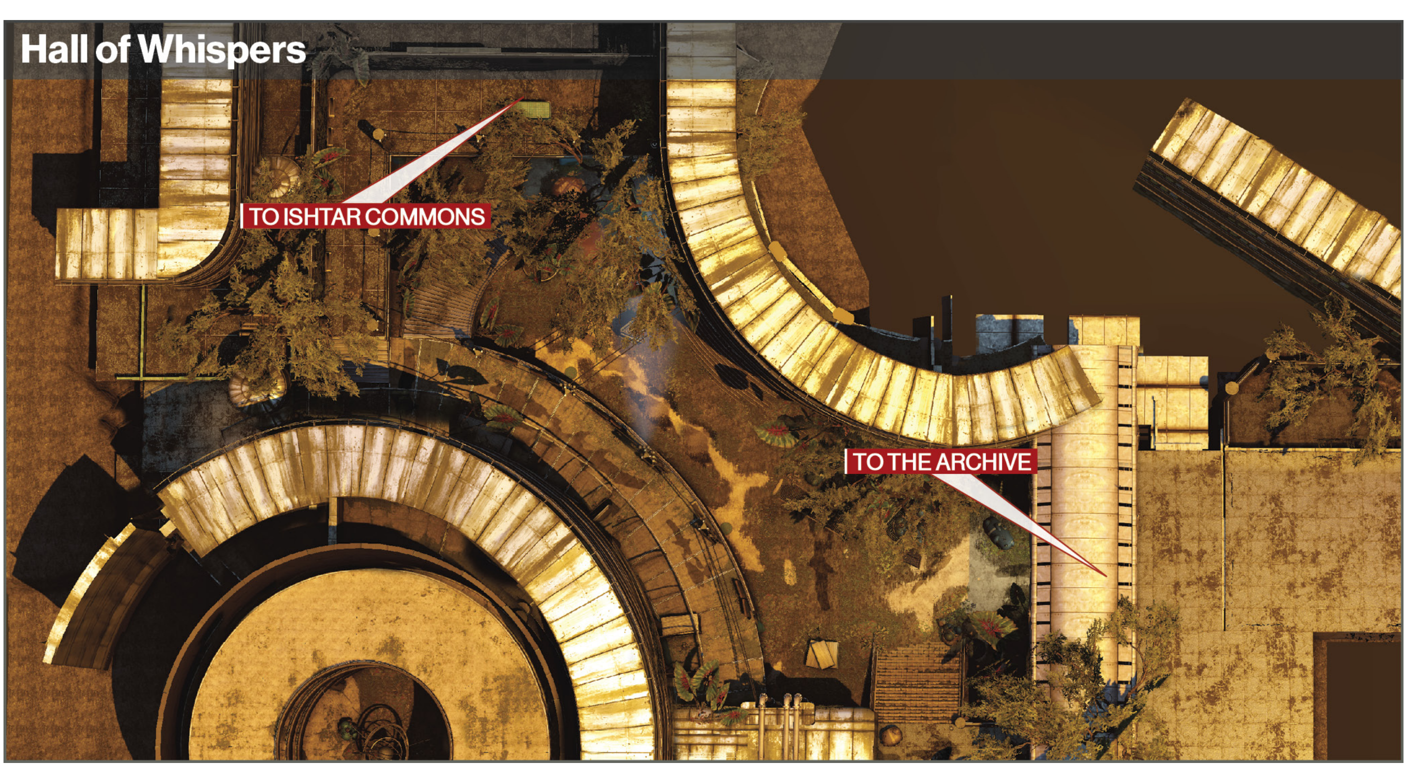
Objective: Enter the Academy

Location: Ishtar Academy

Take your Sparrow back down the coast, turning left at the group of Fallen, and dropping into the hole, just as you did during A Stranger's Call. Continue into Ishtar Academy, where the Fallen and Vex fight it out. You can let this play out a little before you attack. Use the balconies and rear stairwells to improve your odds against the two enemy races. Exit via the back of the room, and follow the corridors into Ishtar Commons, where the two sides still skirmish. No need to get involved in this one, though, because your destination is just ahead on the left. A few Fallen get in your way as you slip through the open door. This takes you into the Hall of Whispers, which is designated a Darkness Zone.

Objective: Kill the Fallen

Location: Hall of Whispers



The Major Servitor, Simiks-3, leads a group of Vandals, Dregs, and Shanks. As you fight your way through the Fallen, duck into one of the side rooms to avoid taking too much damage. The Major Vandals put up a strong fight, so be prepared. Defeat the entire squad to continue the story.

Objective: Open the Vault

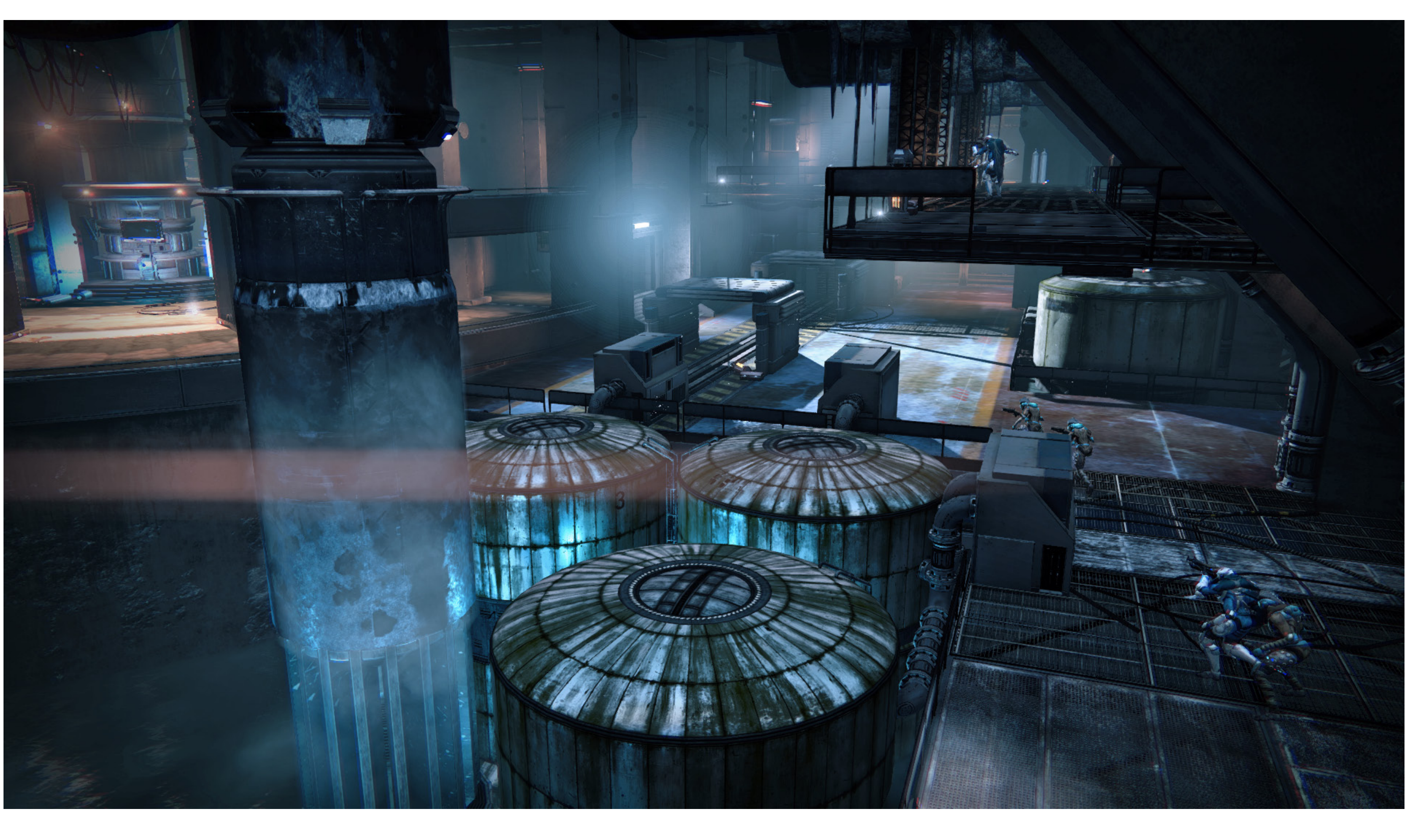
Enter the back room and deploy your Ghost at the console to gain access to the Archive.

Objective: Extract the Archive

Location: The Archive

Descend the steps into the vault. Move over to the main computer on the left and deploy your Ghost to extract information.

Objective: Stop the Fallen

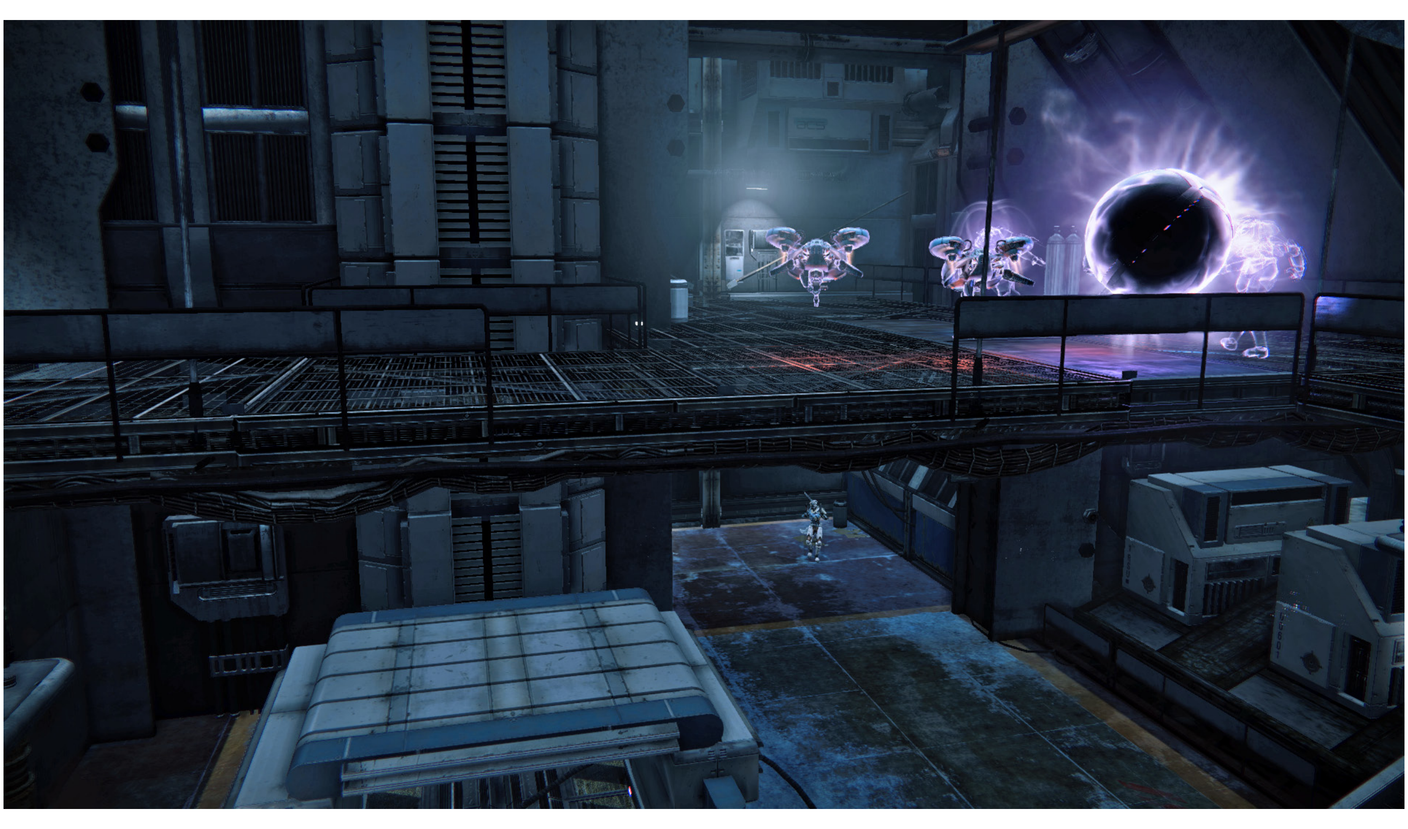


Equip your long-range weapon and thin out the Fallen from a distance, until a Servitor starts to cause trouble. Now you must move away from the main core to deal with the problem.

Objective: Repair the Conduit

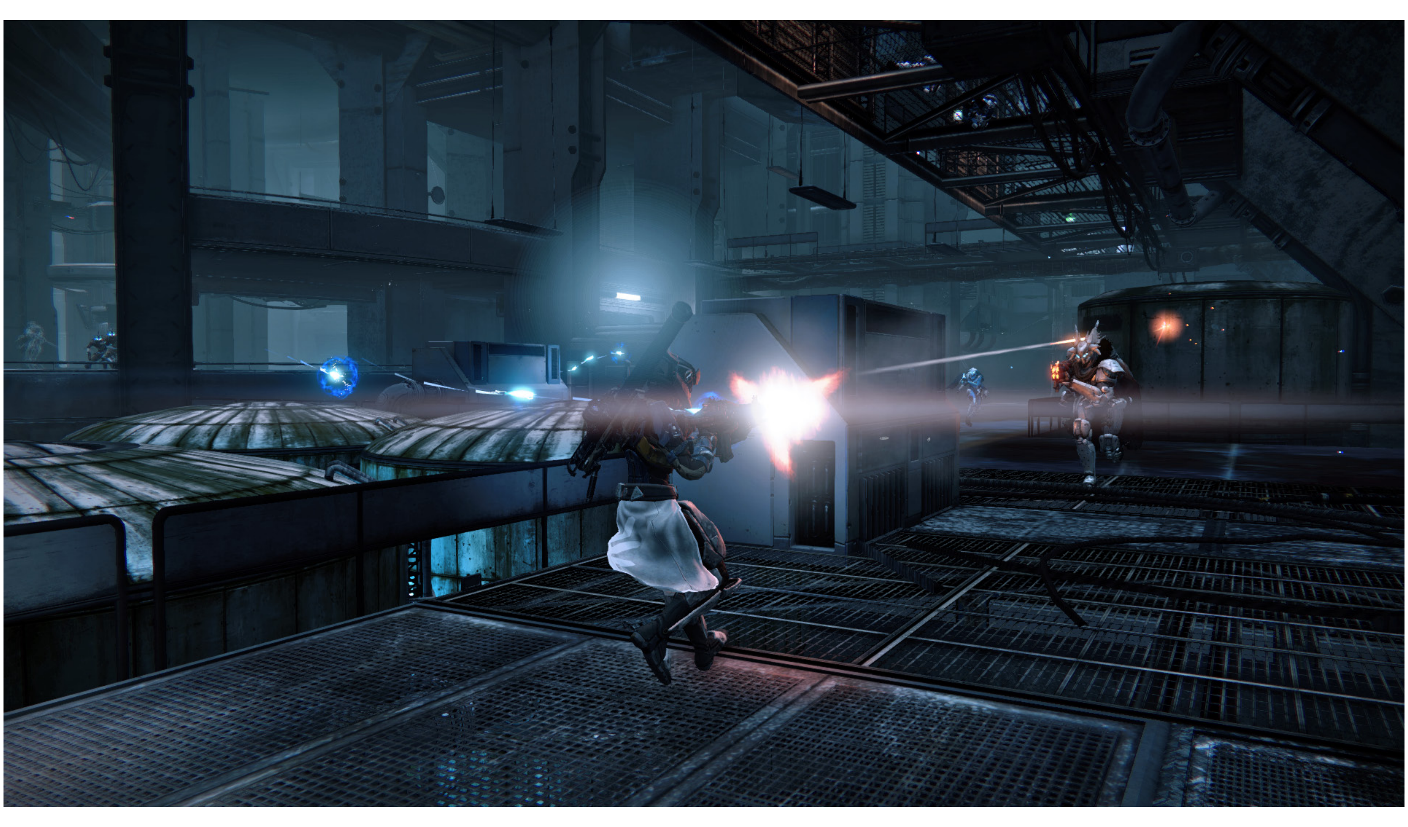
Equip your auto rifle or shotgun, fight your way over to the panel, and eliminate the spherical foe and his army of Dregs. Watch out for sneaky Stealth Vandals; make sure they don't get the jump on you. With the area clear, release your Ghost to repair the conduit. As he does this, start making your way to the opposite side of the Archive.

Objective: Repair Backup Conduit



Another Servitor makes trouble, along with his crew of Stealth Vandals and Shanks. Use the multiple levels of platforms to escape danger as you clear out the Fallen. Again, have your Ghost repair the conduit.

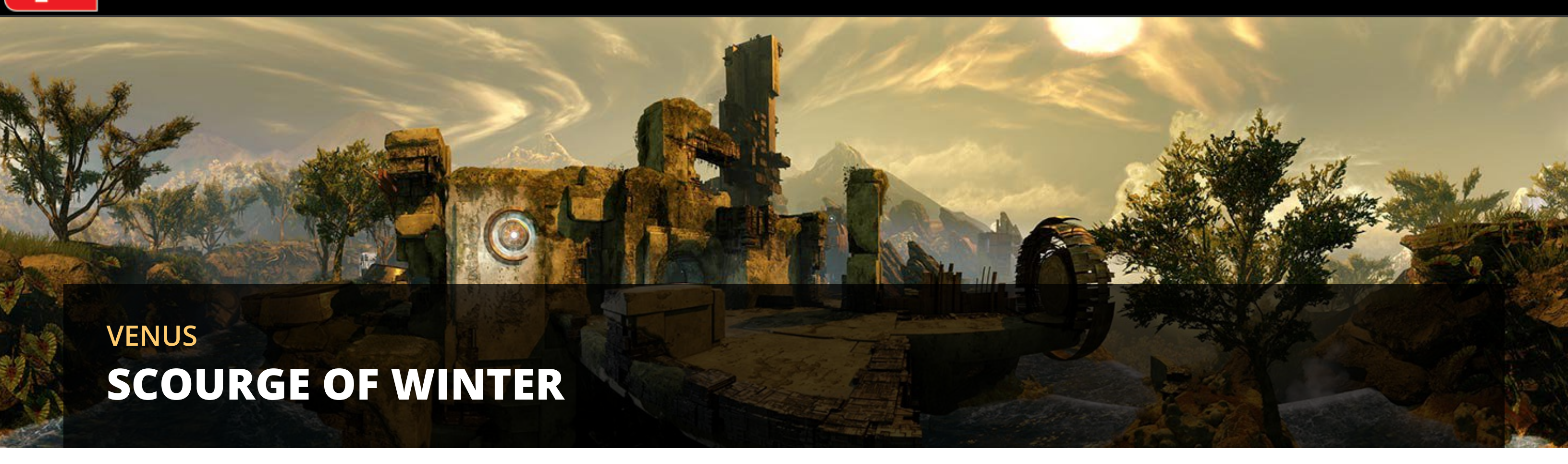
Objective: Eliminate Fallen



You can now return to the console to extract the Archival Files—more Fallen get in your way. Watch for the Major Captain and Major Vandals as you fight your way back to the objective. Stealth Vandals continue sneaking in from the sides, so remain vigilant.

Objective: Complete the Extraction

With the Archive free of Fallen, again deploy your Ghost to complete the extraction. Back at the Tower, turn in the Archival Files to the Cryptarch for a reward.



SCOURGE OF WINTER

Level 12 Story / Headlands, Ishtar Sink, Venus

Enemy Race: Fallen

Suggested Damage Types: Arc, Solar (Epic)

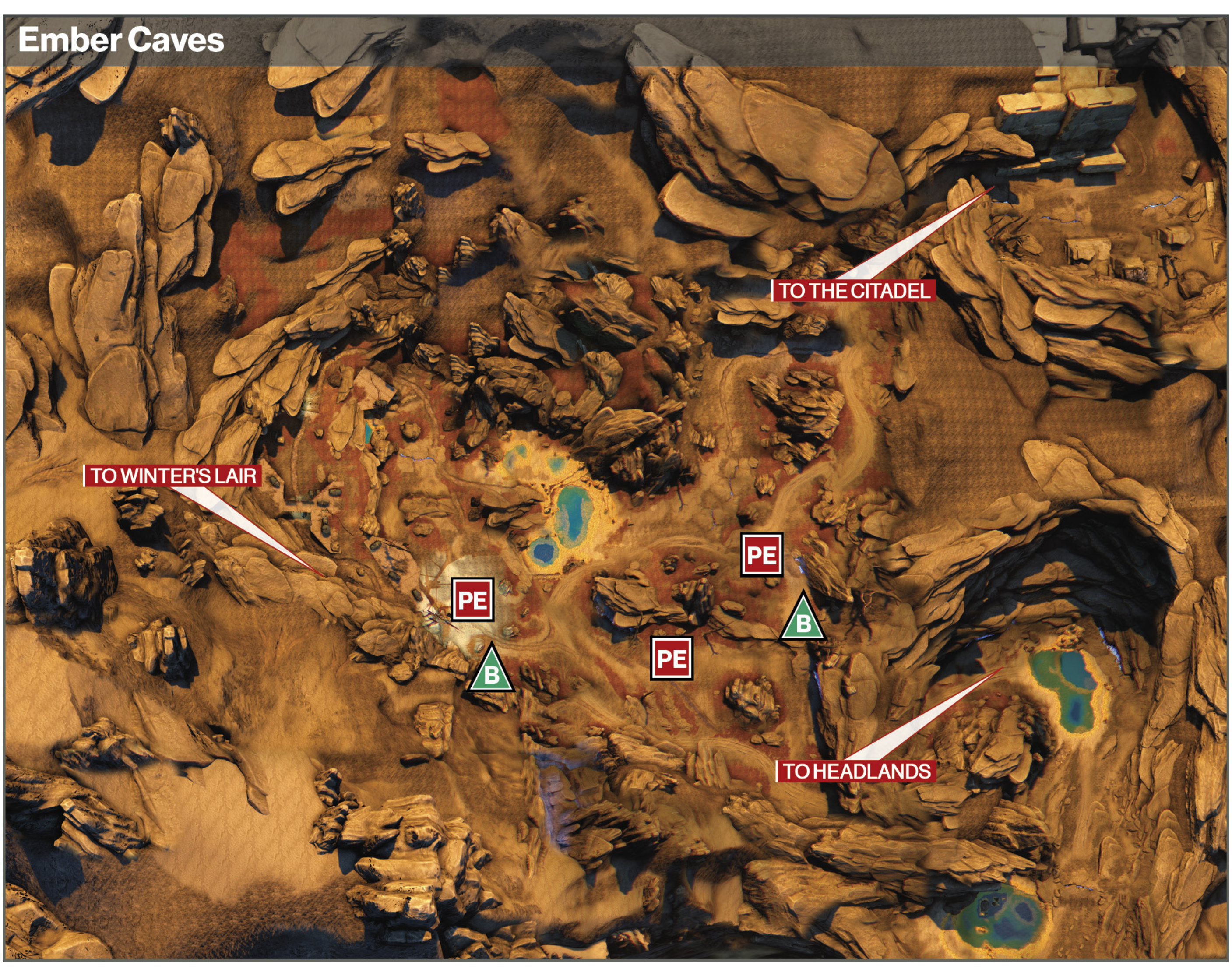
Rewards: XP Bonus

Mission Unlocked: Winter's Run Strike

Combatant Changes With Heroic Or Epic Mission Modifier

Objective	Combatant Changes	Tip
Kill Draksis	Draksis' adds refresh faster. Stealth Vandals added when Draksis' health is low.	Watch for Stealth Vandals, as they are easy to lose track of and can cause serious damage if they sneak up on you.

B	Patrol Beacons are available only during the Patrol activity.
PE	Public Events frequency: 25-35 minutes



Objective: Enter the Fallen Hideout

Location: Ember Caves

This time, instead of heading up the coast, go left and follow the path into Ember Caves. The Fallen hideout is on your left as you drive past it to the far end of the zone. Work your way back up the platforms, eliminating the Fallen that block your access. At the far left side, enter the cave and follow it back to Winter's Lair.

Objective: Take Out the Kell's Guard

Location: Winter's Lair

Plow through a small group of Fallen as you explore deeper into the lair. When you reach the cavern, work on the weaker Fallen that attack at the start before you head up the dirt path. As you reach the higher platform, three Kell Guards attack. Two of them have Shock Blades, while the third carries a rifle. Backtrack down the path as the two melee Vandals pursue; take them down with your close-range weapon. Finish off the remaining guard as you exit via the other side.

Objective: Find Draksis

Follow the trail up to a higher ledge that overlooks the cavern. A Gold Chest rests on a narrow ledge on the cavern's side. Tightrope onto the nearby pole, and perform a special jump to reach the prize. When you're ready, continue following the cave as it exits into the Cinders, a Darkness Zone with an extremely long line of sight. If it's available, equip your sniper or scout rifle as you move outside.

Objective: Storm the Ketch

Location: The Cinders

Move down the left path until you reach an overlook. Spend some time picking off as many Fallen as you can. Continue down the left side, eliminating enemies as you go. It's easy for the scavengers to overwhelm you, so be ready to jump away from the action to recover. Work your way between cover, making progress toward the ship. A Servitor and Captain pose the toughest challenge. Once you're nearly aboard, move inside, where more Dregs, Vandals, and a Captain resist your entry. This is a good time to switch to a short-range weapon.

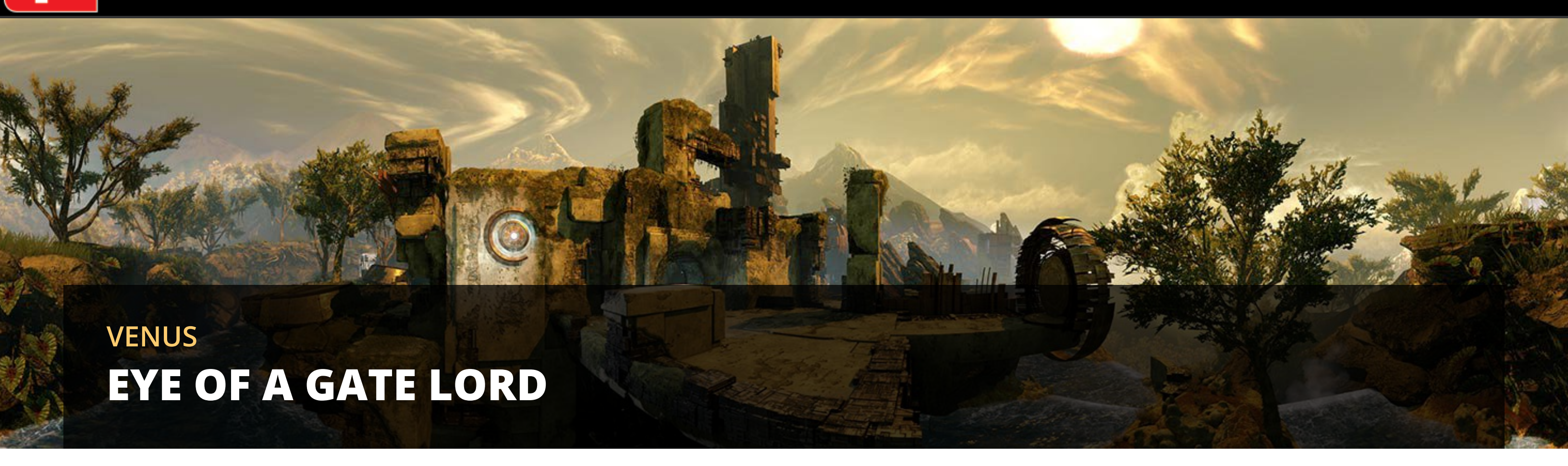
Objective: Assault the Throne Room

Location: Wintership Simiks- Fel

Continue through the corridors, taking out more Fallen that get in the way. At the end of the hall, enter the open door and take out the Kell's guards and Servitor, as well as their minions. Exit through the door on the room's opposite side. Draksis waits in the throne room at the top of the stairs.

Objective: Kill Draksis

Draksis is an Ultra Fallen Captain with lots of Vitality, no shield, and a stomp move he uses when a player gets too close. He surrounds himself with members of Kell's Guard, as well as a variety of minor enemies. You can duck and jump behind all kinds of cover when things get rough. Keep moving as you fight the big guy, and use up your high-powered weaponry and super on him when these attacks are available. After you defeat him, return to the Tower and turn in the Strange Trinket to the Cryptarch.



VENUS

EYE OF A GATE LORD

EYE OF A GATE LORD

Level 13 Story / Headlands, Ishtar Sink, Venus

Enemy Races: Fallen, Vex

Suggested Damage Types: Void, Arc (Epic)

Rewards: XP Bonus, Ship Upgrade

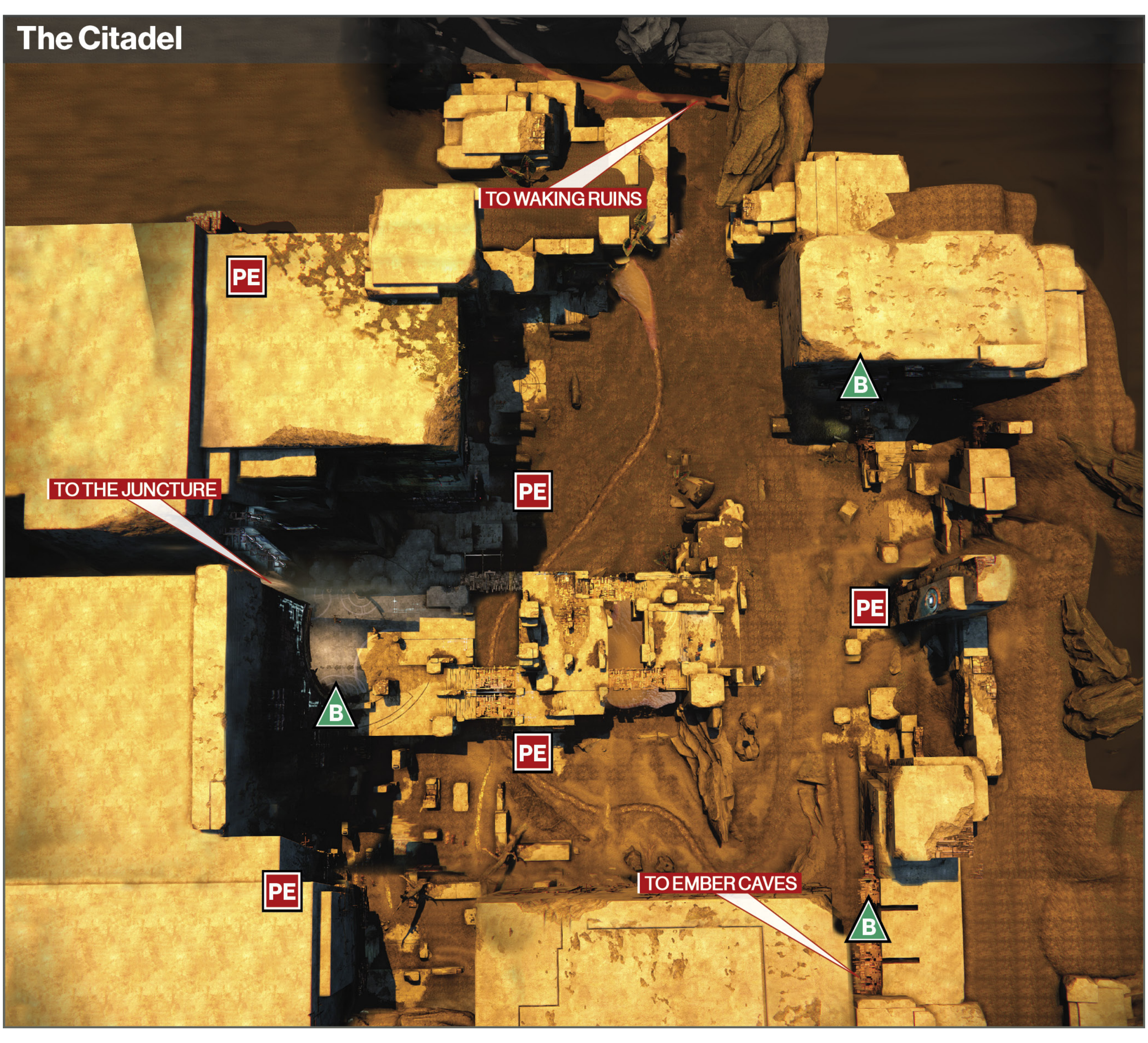
Mission Unlocked: A Key Awaits (Reef), which unlocks Exclusion Zone and Cerberus Vae III (Mars)

Combatant Changes With Heroic Or Epic Mission Modifier

Objective	Combatant Changes	Tip
Slay the Gate Lord	Goblin, Hobgoblin, Harpy adds refresh faster with two extra hobgoblins per.	With more adds, it's more important to hit the boss with your supers and powerful weaponry when they're available.

B Patrol Beacons are available only during the Patrol activity.

PE Public Events frequency: 25-35 minutes



Objective: Scan the Vex Network

Location: The Citadel

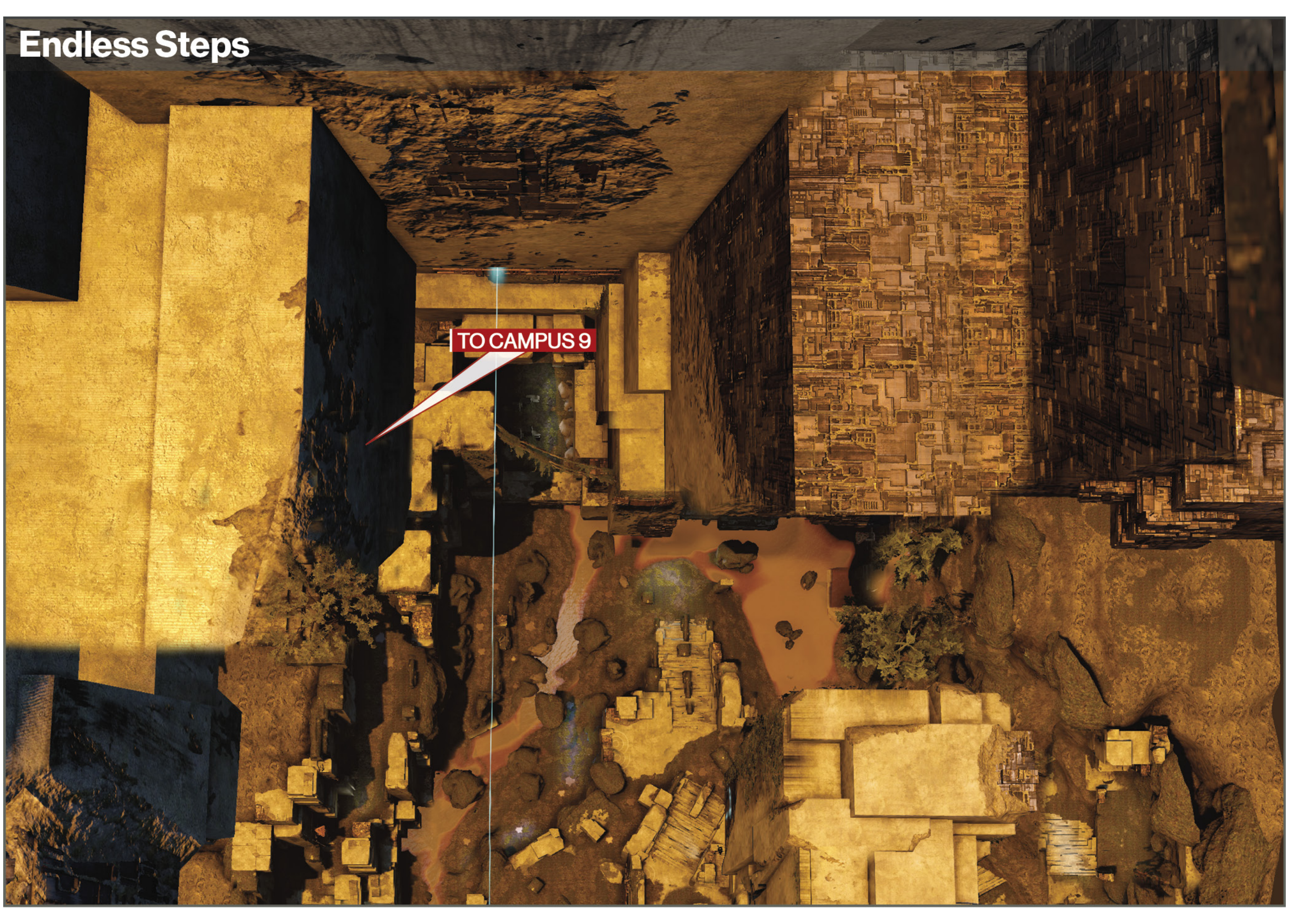
Jump on your Sparrow and ride through Ember Caves to reach the Citadel. In the far left corner, a Major Minotaur and two regular Minotaur guard a conflux. Take them out before your Ghost scans the network.

Objective: Find the Endless Steps

Location: Campus 9

Mount the Sparrow and take the nearby exit leaving the Citadel. Follow the path to Waking Ruins and then on to Campus 9. Designated a Darkness Zone, Vex machines now inhabit the area. After you clear out the Goblins near the research center, a Transfer Gate in the distance lights up and starts churning out more Goblins. Quickly equip a high-powered weapon, destroy the gate, and then take out the spawned Vex. A sniper rifle or rocket launcher is highly effective against these gates.

Five more gates are spread throughout the rest of this zone—Goblins, Hobgoblins, Harpies, and Minotaur surround all of them. Carefully round each corner, destroying the gates as soon as you can see a sliver, and eliminate the Vex along the way. Watch out for Hobgoblin snipers that perch high on the ruins. A Hydra blocks the path toward the end of the area. Take it out by hitting its "eye" when its shield rotates around back. Be careful after you defeat it, as its head drops to the ground and explodes a few seconds later.



Objective: Ascend the Steps

Location: Endless Steps

Exit Campus 9 through the narrow passage behind the Hydra. This leads to Endless Steps, with a clear view of a massive Vex gate. Move down the hill to the right, and follow the stream back to the left, obliterating the Goblins and Hobgoblins along the way. At the steps, climb to the top; more Vex spawn ahead of you.

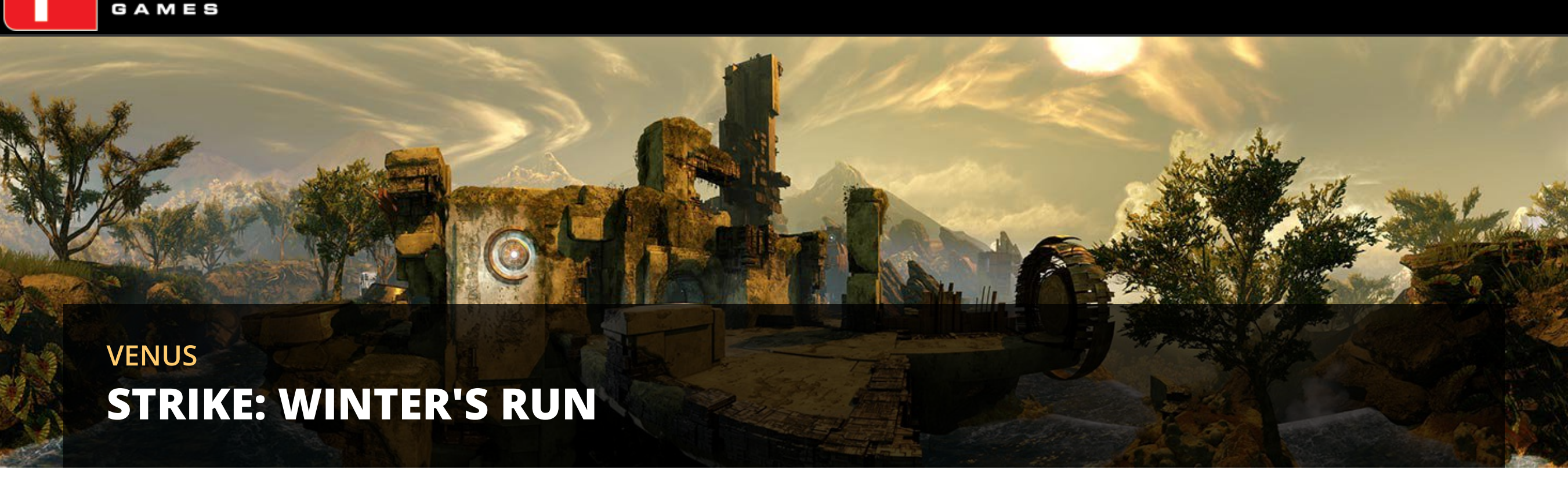
Objective: Summon the Gate Lord

At the top of the stairs, step inside the ring to summon Zydron the Gate Lord.

Objective: Slay the Gate Lord

Backtrack down the stairs as the Ultra Minotaur appears from the gate. This Minotaur is not equipped with a shield, and a weak spot is on its abdomen. Goblins, Hobgoblins, and Harpies spawn in throughout the battle—save your Heavy Weapon ammo and supers for the boss. It's possible to defeat this boss on the steps by taking cover behind the stone ruins, but you have the entire Endless Steps zone. You can fight the Gate Lord from a great distance with a long-range weapon.

With the Gate Lord out of the way, proceed to the Reef and deliver the Gate Lord's eye.



VENUS

STRIKE: WINTER'S RUN

STRIKE: WINTER’S RUN

Level 14 Strike / Ishtar Sink, Venus

Enemy Race(s): Vex, Fallen

Suggested Damage Types: Arc, Void, Solar (Epic)

Rewards: XP Bonus, Armor Upgrade

Missions Unlocked: -

Combatant Changes With Heroic Or Epic Mission Modifier

Objective	Combatant Changes	Tip
Fight through the Lair	-1 Hydra+1 Major Hydra	The Major Hydra is ruthless with its explosive projectiles. Be careful and take it down quickly for the best result.
Kill Them All – Wave 1	+3 Major Hobgoblins	—
Kill Them All – Wave 2	+3 Major Hobgoblins	—
Kill Them All – Wave 3	+1 Major Hydra	—
Track the Archon Priest – Ash Coves on Pikes	-3 Hobgoblins+3 Major Hobgoblins-3 Hobgoblins+3 Major Hobgoblins-3 Minotaur+3 Major Minotaur	—
Slay the Archon Priest	-2 Vandal snipers+2 Major Vandal snipers-6 Stealth Vandals+6 Major Stealth Vandals	This boss fight is already chaotic before adding these Major Fallen. Furthermore, on Epic, Shanks are equipped with Solar shields. Watch for Fireteam members who may need help. If you’re the last Guardian standing, stay alive until someone respawns.
Slay the Archon Priest – Below 30% health and Shank count less than 10	+4 Shock Blade Captains+2 Major Shrapnel Launcher Captains+1 Major ServitorCaptains enter via two drop ships	

Objective: Infiltrate Winter’s Lair

Location: Winter’s Lair

Just as you did in Scourge of Winter, head over to Ember Caves and fight your way into Winter’s Lair, which is a Darkness Zone in this Strike.

Objective: Fight through the Lair

The Vex appear to be invading the Fallen lair. Fight your way into the cavern, where a Hydra surrounds itself with Goblins and Hobgoblins. Focus attacks on Hydra, because it can wreak havoc on the team if it’s left unchecked. Move up the dirt path to find Fallen defending against the Vex attack. Wipe out all of them as you move on to the Cinders.

Objective: Expel Enemy Forces

Location: The Cinders

A skirmish between the Vex and Fallen forms a dangerous battlefield below. Equip a long-range weapon and thin out the numbers from the cliff above. Then move down the left path as you continue fighting both enemy races.

Objective: Breach the Hatch

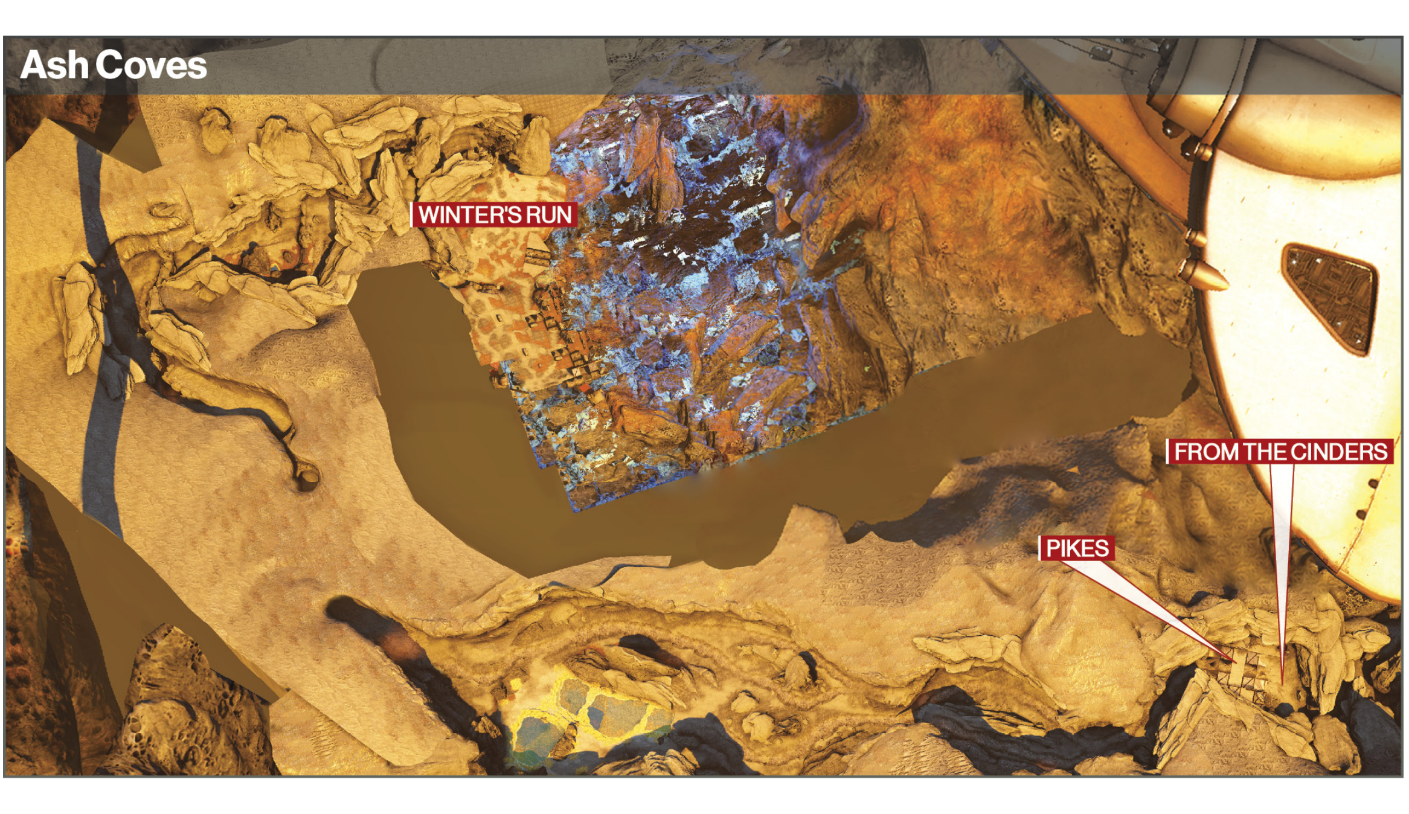
With the enemy wiped out, move to the door and deploy your Ghost so he can get the hatch open.

Objective: Kill Them All

Turn around and brace yourself for a Vex onslaught. The first wave consists of Goblins and Major Minotaur. Equipping a Void weapon makes this fight much easier. Goblins and Major Hobgoblins pop in next. The final wave consists of two Major Hydras with a group of Harpies. Clear out the little ones before you focus all fire at a Hydra.

Objective: Track the Archon Priest

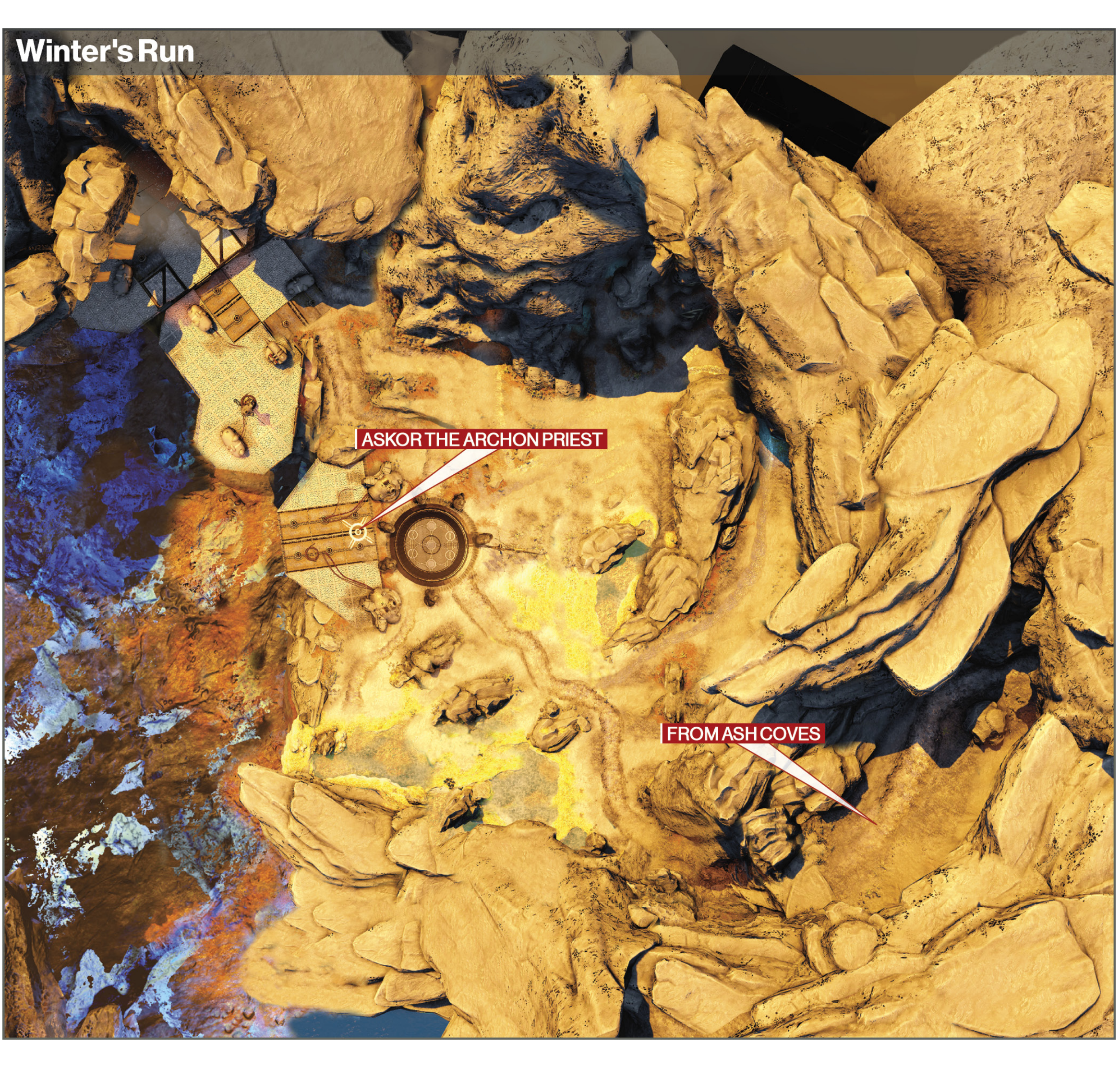
Location: Ash Coves



With the hatch open, follow the path until you reach four Pikes. Hop on and continue through Ash Coves. Use the cannons to mow down the Vex that get in your way. Protect your Pike as well as you can by dodging behind rock cover to avoid incoming fire. Two Major Hydras stand guard further down the path. Take them out before you dismount the vehicles and proceed ahead.

Objective: Kill the Fallen

Location: Winter’s Run



At a clearing, Fallen battle a small group of Vex. Eliminate the two sides, including a Major Captain. More Fallen show up. Continue taking them out until the area is void of the scavengers.

Objective: Release the Archon Priest

Eventually, the prison cell opens and releases Aksor, the Archon Priest.

Objective: Slay the Archon Priest

He is an Ultra Captain with no shield, but a whole lot of Vitality.

AKSOR, ARCHON PRIEST

Weak Spot: Head

Attacks: Shrapnel Launcher, Foot Stomp

Attacks

Shrapnel Launcher:

This is the standard weapon for Captains. His gun shreds through players, so be careful taking him on out in the open.

Foot Stomp:

As with all Ultras, he also has a pushback attack. Get too close, and he stomps his foot, sending you flying.

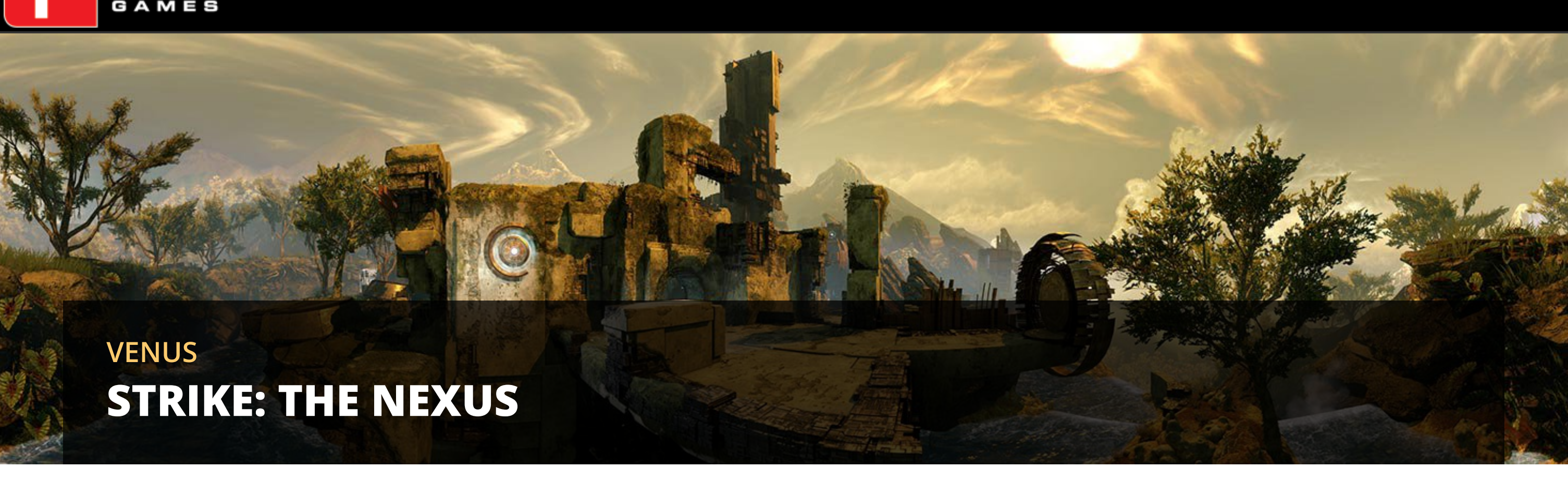
Strategy

The fight takes place in a mostly open, outdoor area. Caves on the side offer some protection, while a high overlook platform gives you a nice sniping position—however, you never have much time before an enemy finds you. Aksor pursues his target everywhere on the map. A long-range weapon can come in handy occasionally, but your best bet is a good auto rifle or shotgun.

Be ready with your big guns when Aksor emerges, but note that he’s immune to attacks until he starts to walk. The Captain can teleport, which he does to not only escape danger, but also to close long distances.

Target Aksor’s head to use your ammo efficiently. Whenever they’re available, use your super and Heavy Weapon on the boss. A variety of Fallen join in throughout the scuffle. At first, it’s just Shanks. Quickly reduce their numbers, because they can become overwhelming. A Servitor comes in next. Eventually, sniper Vandals make things difficult in the outdoor area, while Stealth Vandals sneak up on you wherever you are. Keep moving to avoid being surrounded, and always keep tabs on the boss. It’s easy to get distracted fighting a group of minions as you back into the big foe’s path.

Be alert for friends in need. If you become the last Guardian standing, stay alive until a teammate respawns, unless you can safely revive a player. Continue to whittle down the boss’s health until you finally defeat him.



VENUS

STRIKE: THE NEXUS

STRIKE: THE NEXUS

Level 14 Strike / Ishtar Commons, Ishtar Sink, Venus

Enemy Races: Vex, Fallen

Suggested Damage Types: Void, Arc, Solar (Epic)

Rewards: XP Bonus, Armor Upgrade

Mission Unlocked: -

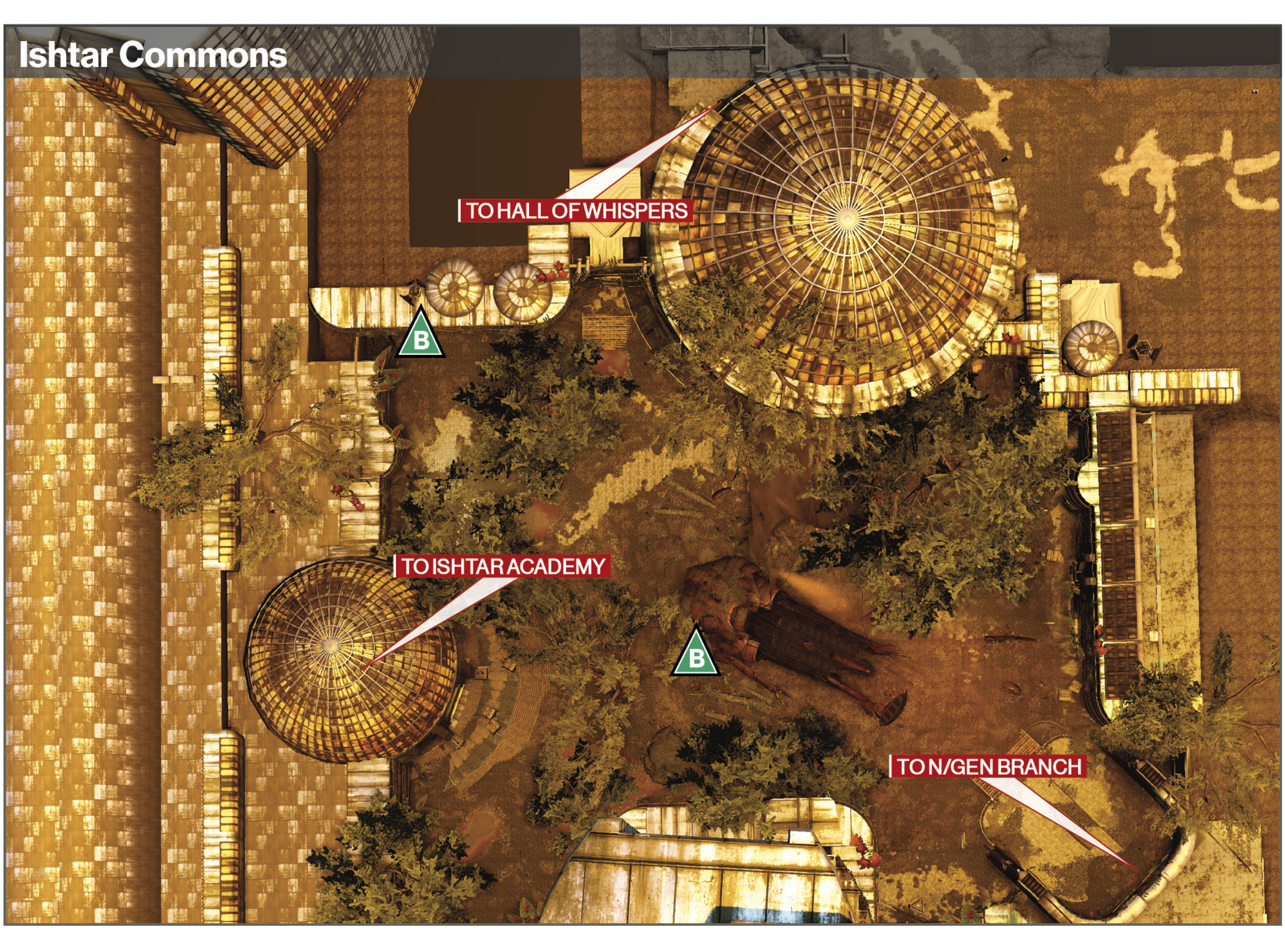
Combatant Changes With Heroic Or Epic Mission Modifier

Objective	Combatant Changes	Tip
Stalk the Servitors - Initial Fallen	-3 Dregs+3 Major Vandals	—
Stalk the Servitors – Right Servitor	-2 Vandals-2 Dregs+4 Major Vandals	—
Stalk the Servitors – Left Servitor	-1 Vandal-3 Dregs+1 Major Vandal (Shock Blades)+3 Major Vandals (rifles)	Use the multiple levels and offices to escape danger when things start to get overwhelming.
Stalk the Servitors – Final Servitor	-1 Captain-3 Shanks+1 Major Captain+3 Vandals	—
Find the Nexus – Exiting N/Gen Branch	-6 Vandals+3 Stealth Vandals+3 Major Vandals	—
Find the Nexus – First Encounter	Goblins become Major Goblins	—
Find the Nexus	Hobgoblins become Major Hobgoblins	—
Find the Nexus	Minotaur become Major Minotaur	—
The Nexus	Minotaur become Major Minotaur	—

Objective: Descend into the Academy

Location: Ishtar Commons

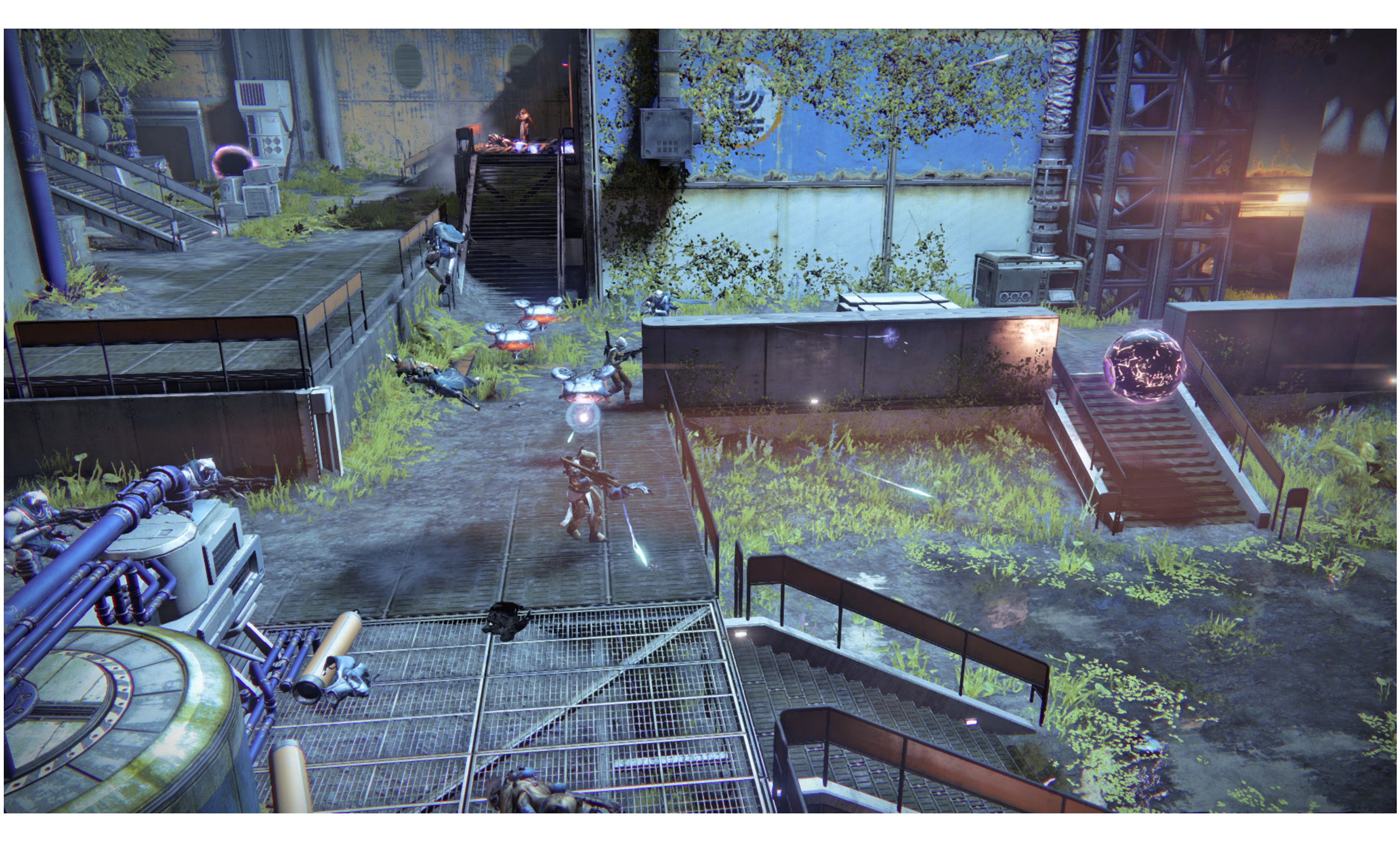
Patrol Beacons are available only during the Patrol activity.



Fallen and Vex continue fighting it out in Ishtar Commons, and your next objective is located on the other side. Sprint past the skirmish, or mow down these lower-level enemies as you move into the open door and descend into N/Gen Branch—it's designated a Darkness Zone.

Objective: Stalk the Servitors

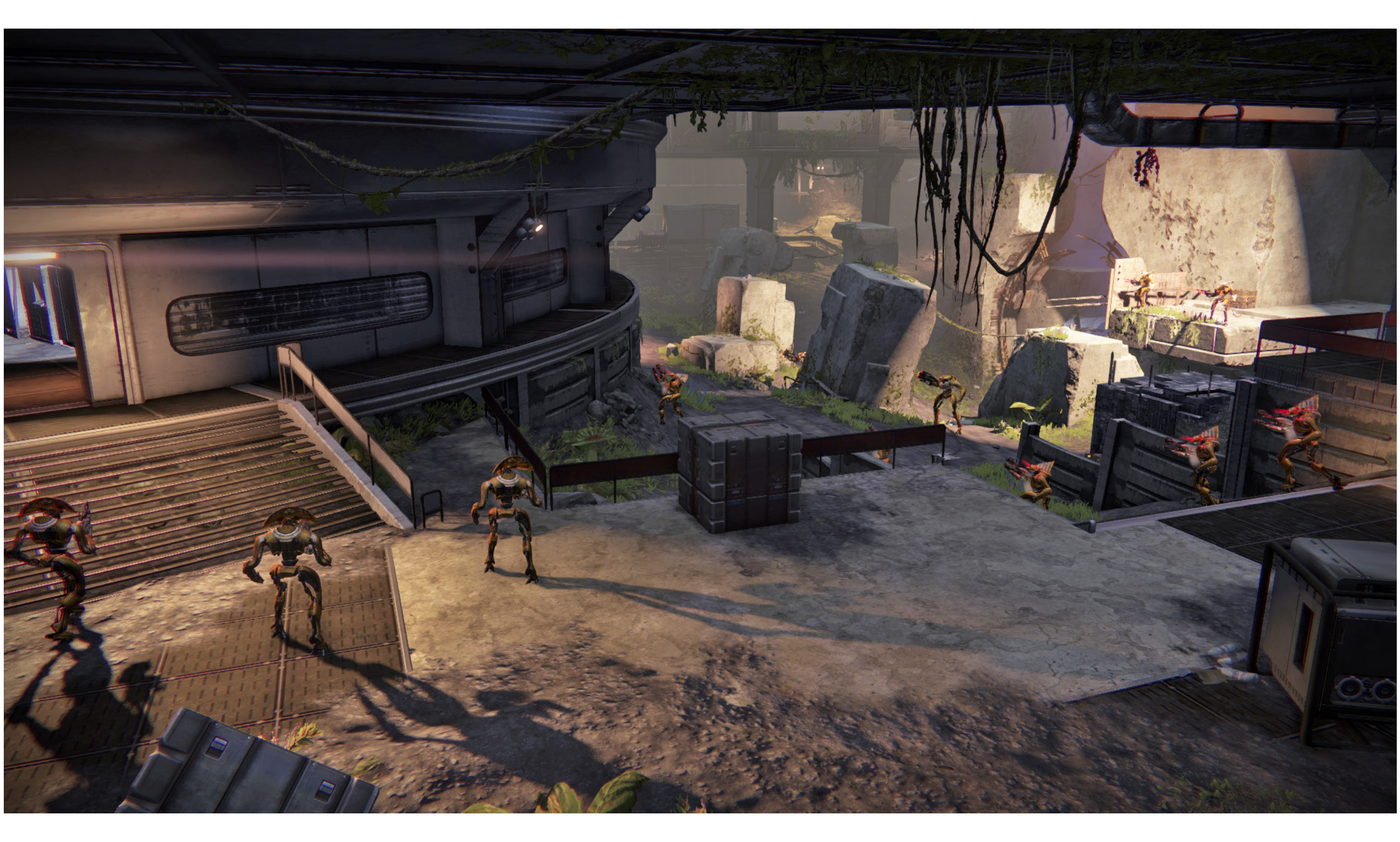
Location:N/Gen Branch



Inside this complex, one Major Servitor appears with its crew of Fallen in each of three waves. You must defeat all three to continue the mission. The first appears in the second-floor room on the right with Dregs and Vandals. Use the doorway as cover while the team takes it down. The second spawns in the far corner on the ground level. Shanks join this pack, and you fight out in the open. A Captain joins the final Major Servitor.

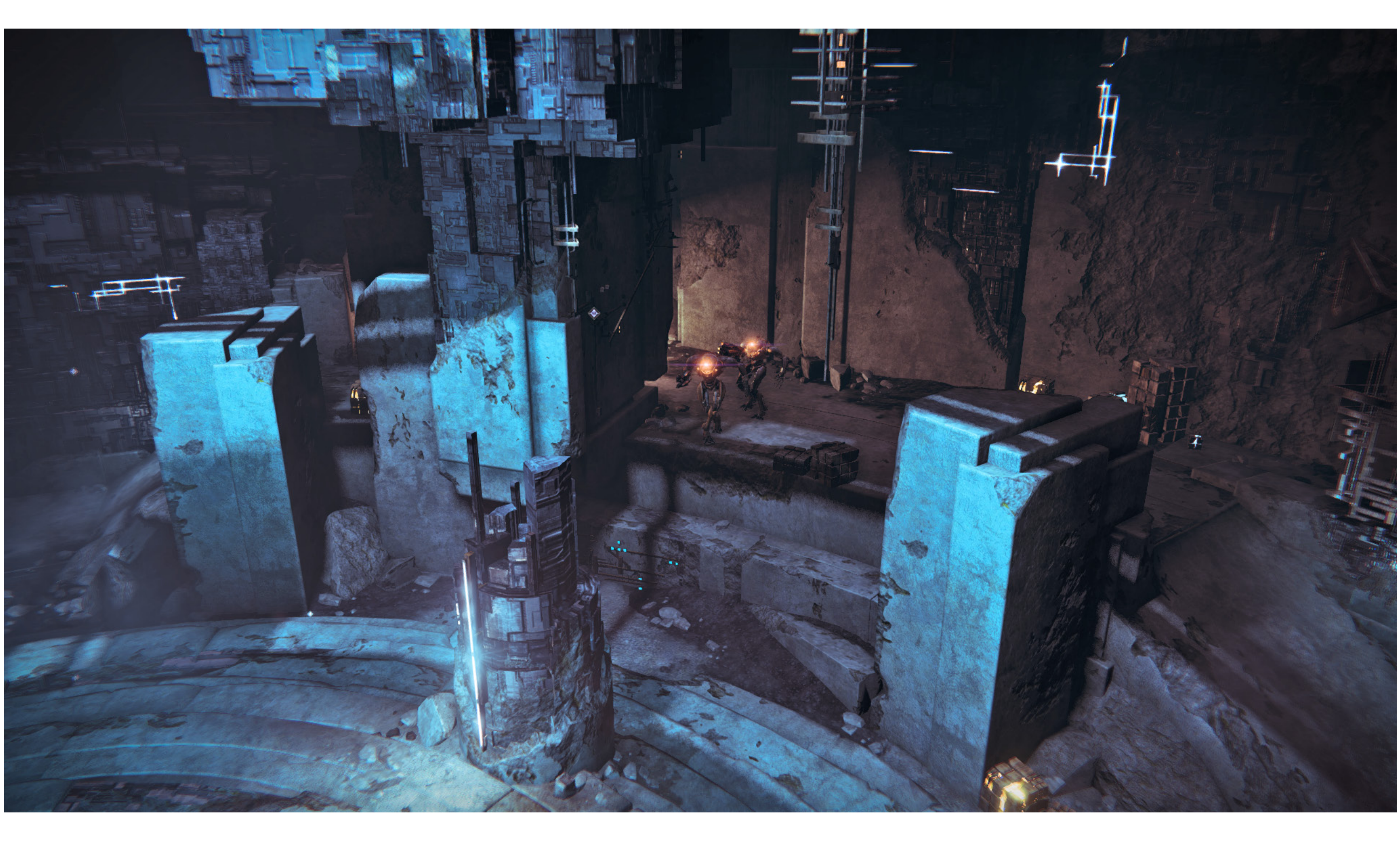
Objective: Find the Nexus

Location: Dig Site 4



Once you take care of the Major Servitors, climb up to the second floor of the corner building, fighting your way through more Fallen. Hop up to the walkway and follow the steps to the right. This path leads into Dig Site 4, where Fallen are at war with the Vex. Clear out these weaker enemies and descend the stairs to the basement, where Harpies occupy the computer room. In the dig site's final area, Goblins, Hobgoblins, and Minotaur mount some resistance. Eliminate the threat before you follow the narrow path to the Nexus. Watch for the pack of Goblins that approaches your position very quickly along the route.

Location: The Nexus

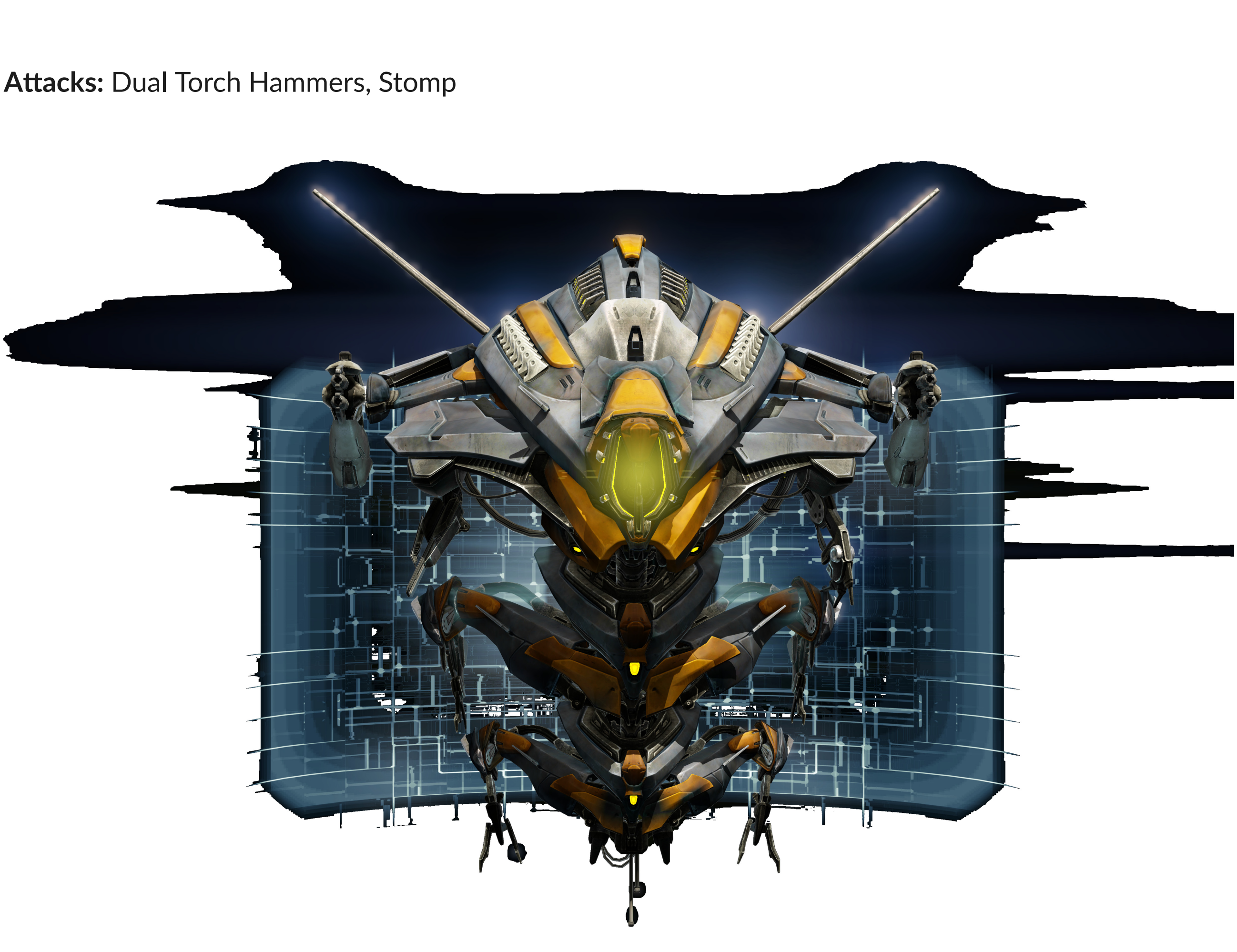


When you find the Nexus itself, the team stands on a ledge high above the ground. Drop off and perform a second jump or glide just before you touch down to avoid taking unnecessary damage. Minotaur occupy a path that runs around the cavern's perimeter. Team up on each Minotaur as you fight your way through the Vex. Bring along a Void weapon, as it eats through the enemy's shield much faster. The Minotaur's blink walk allows them to close in on their targets very quickly, so be careful to avoid being surrounded.

SEKRION, NEXUS MIND

Weak Spots: "Eye"

Attacks: Dual Torch Hammers, Stomp



Attacks

Aeon Maul:

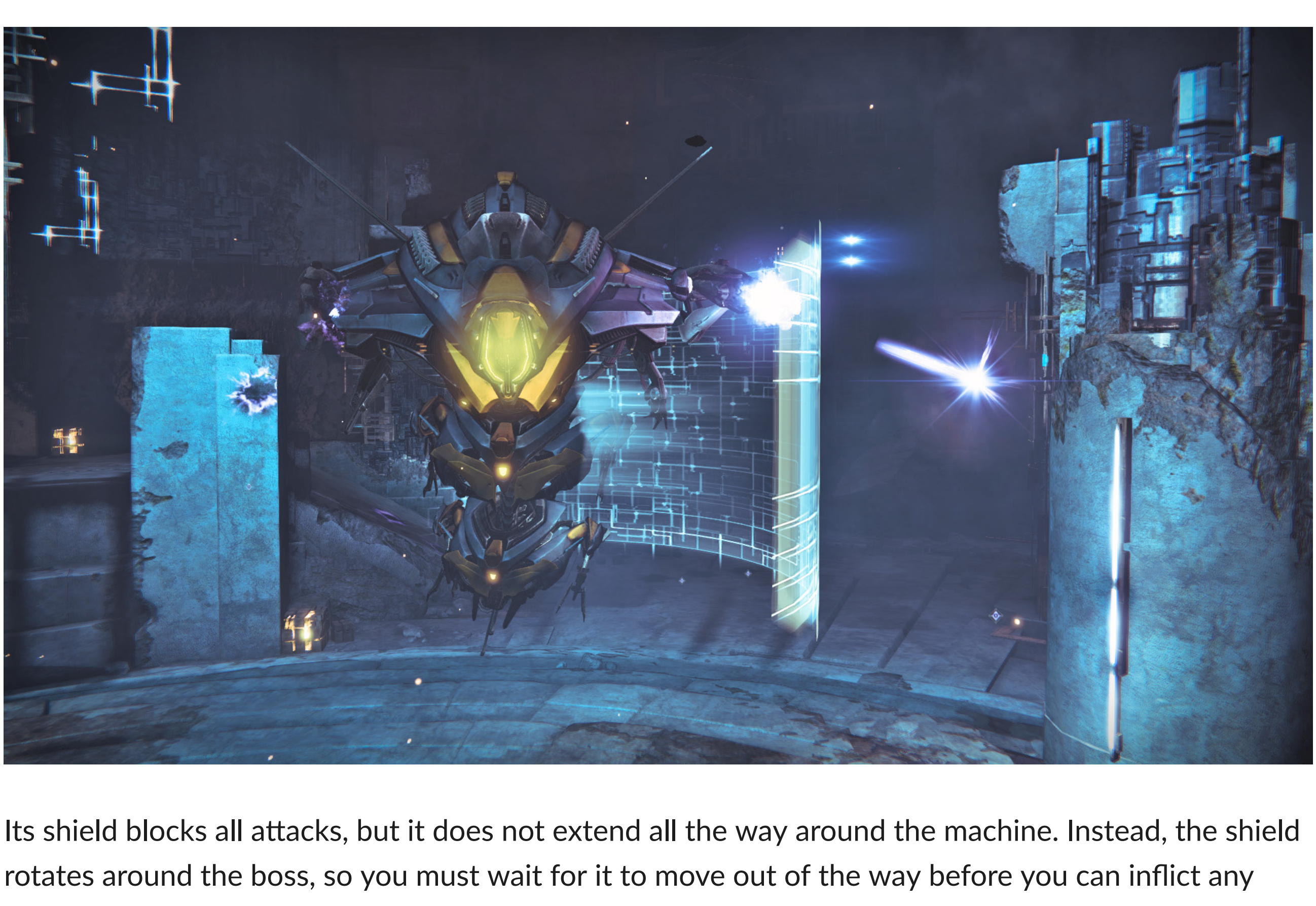
The giant Hydra carries dual torch hammers that fire explosive projectiles at its target. Be sure to duck behind cover as it targets you with these powerful shots.

Stomp:

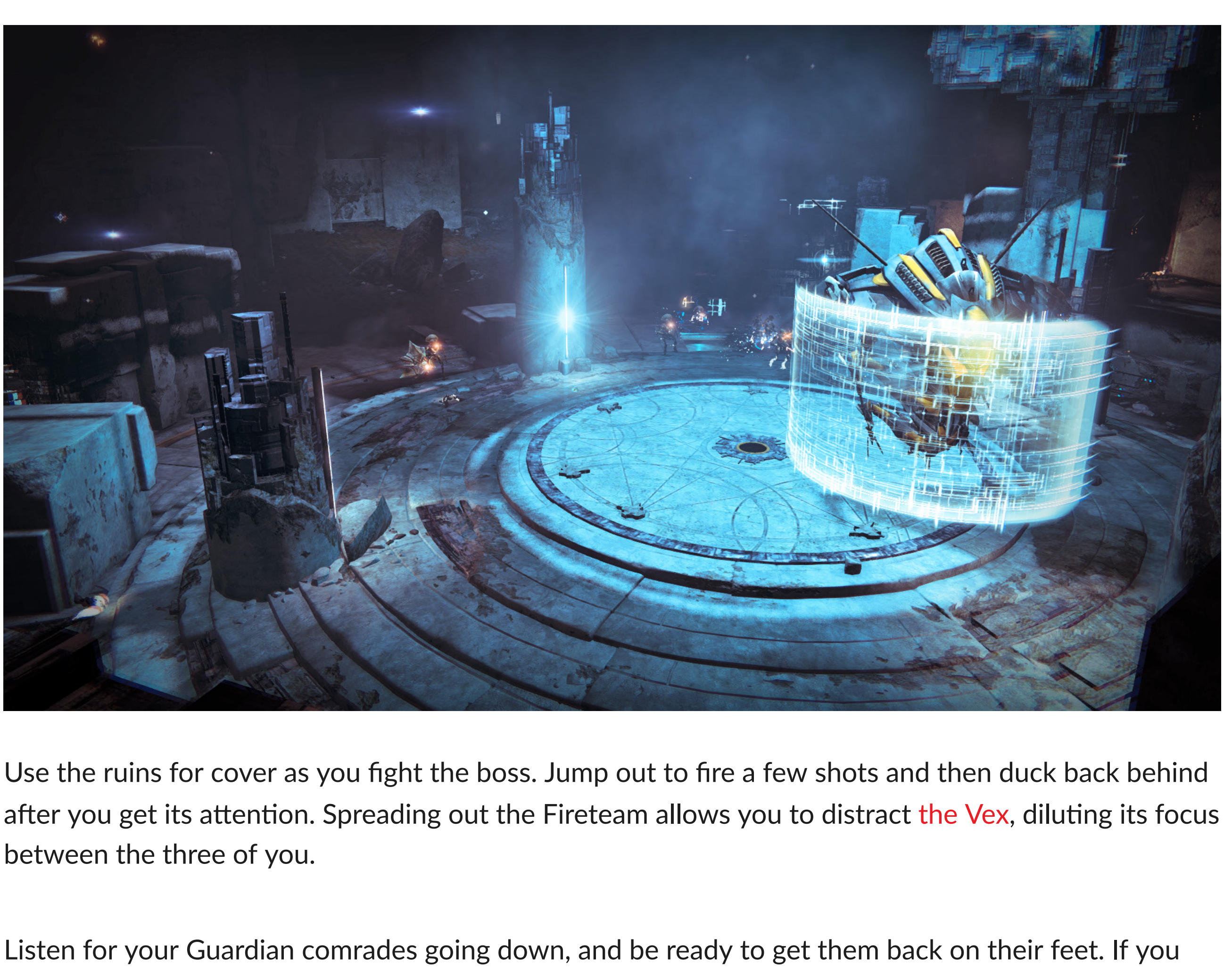
If a player ventures into the center area, Sekrion pounds the ground, sending the target flying away.

Strategy

Once you eliminate the initial Minotaur, the Nexus opens and Sekrion drops into the arena. This Vex boss is an Ultra Hydra with the usual indestructible, rotating shield and powerful torch hammers. It moves around in the central, circular area and does not venture outside it.a

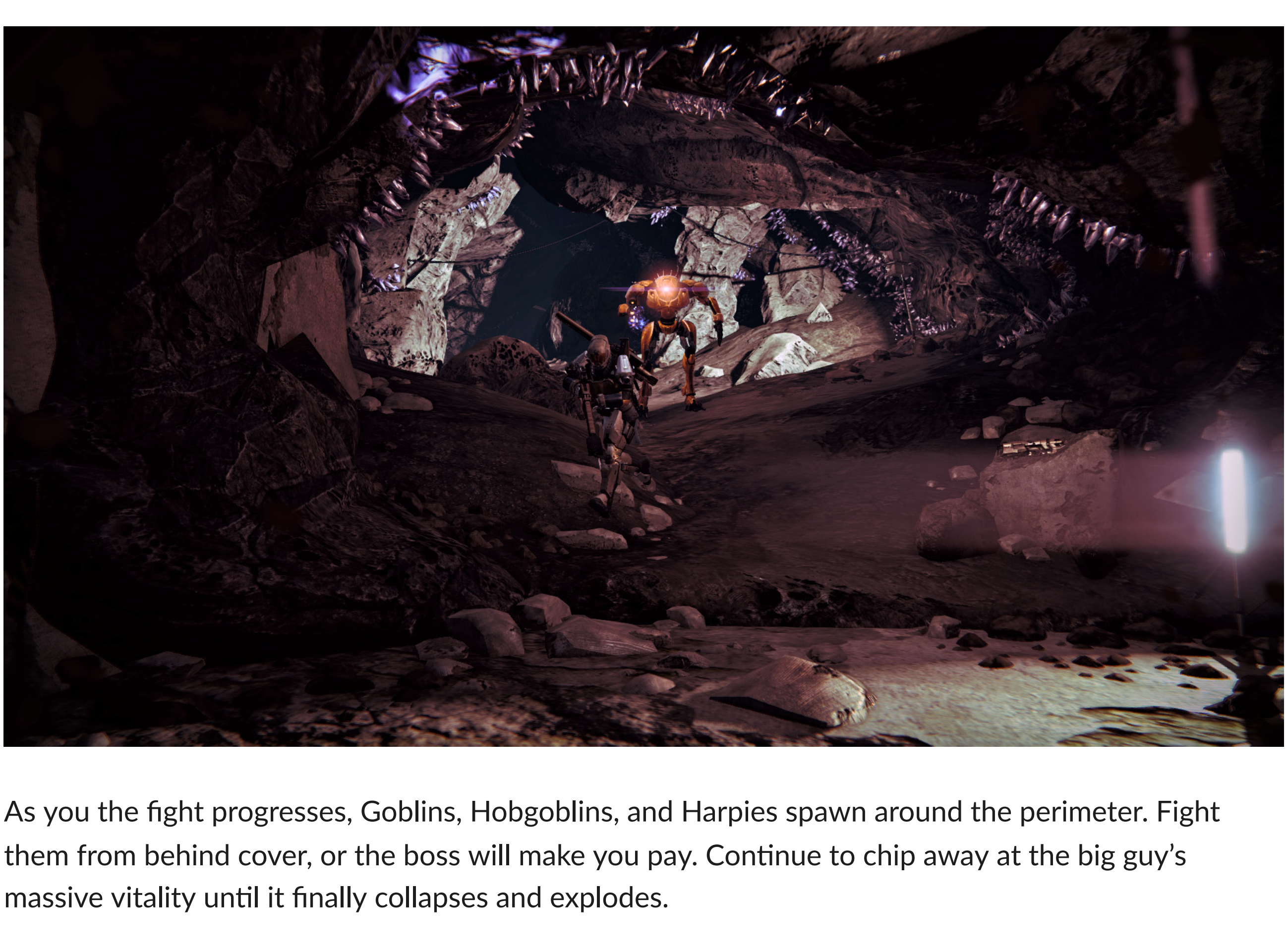


Its shield blocks all attacks, but it does not extend all the way around the machine. Instead, the shield rotates around the boss, so you must wait for it to move out of the way before you can inflict any damage. It's possible to hit the very top of the Hydra's head when the shield is in front, but this is a very small target. Hit it in its glowing "eye" to deliver critical damage.



Use the ruins for cover as you fight the boss. Jump out to fire a few shots and then duck back behind after you get its attention. Spreading out the Fireteam allows you to distract the Vex, diluting its focus between the three of you.

Listen for your Guardian comrades going down, and be ready to get them back on their feet. If you find you're the last Guardian standing and your teammates lie out in the open, don't take the risk. Do whatever you can to stay alive until one can respawn. It's possible to spawn above, on the path that leads into the Nexus. You can spend some time on the ledge sniping at the boss from a safe distance. However, as a deterrent, a Minotaur charges your position, so don't overstay your welcome.



As you the fight progresses, Goblins, Hobgoblins, and Harpies spawn around the perimeter. Fight them from behind cover, or the boss will make you pay. Continue to chip away at the big guy's massive vitality until it finally collapses and explodes.

VENUS

RAID: VAULT OF GLASS

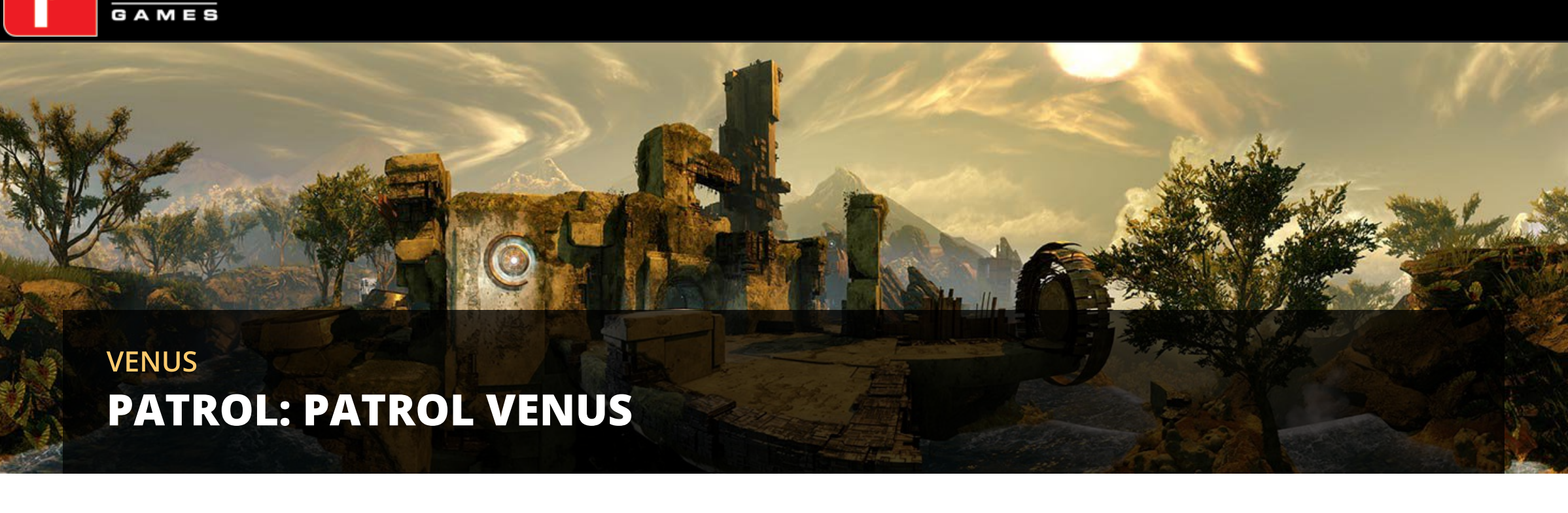
RAID: VAULT OF GLASS

Level 26 Raid / The Citadel, Ishtar Sink, Venus

Rewards: Raid Set Gear, Ascendant Materials

Mission Unlocked: -

In order to participate in the Raid, you must build your light level well beyond Level 20. You must be within a few levels of 27 even to access it, but going beyond this isn’t a bad idea. Team up with five other players to take on this massive, cooperative mission. It’s best to have a means of communication to convey strategies. In the Citadel, a gate must be opened to access the evil inside. Intriguing puzzles and merciless foes await those who are up for the challenge.



PATROL: PATROL VENUS

Level 11 Patrol / Ishtar Sink, Venus

Enemy Races: Fallen, Vex

Rewards: Spirit Bloom, Vanguard Reputation

Patrol Missions

Access one of the many Beacons around Venus to acquire one of the following missions.

DEVICES SCANNED
Scan Environment

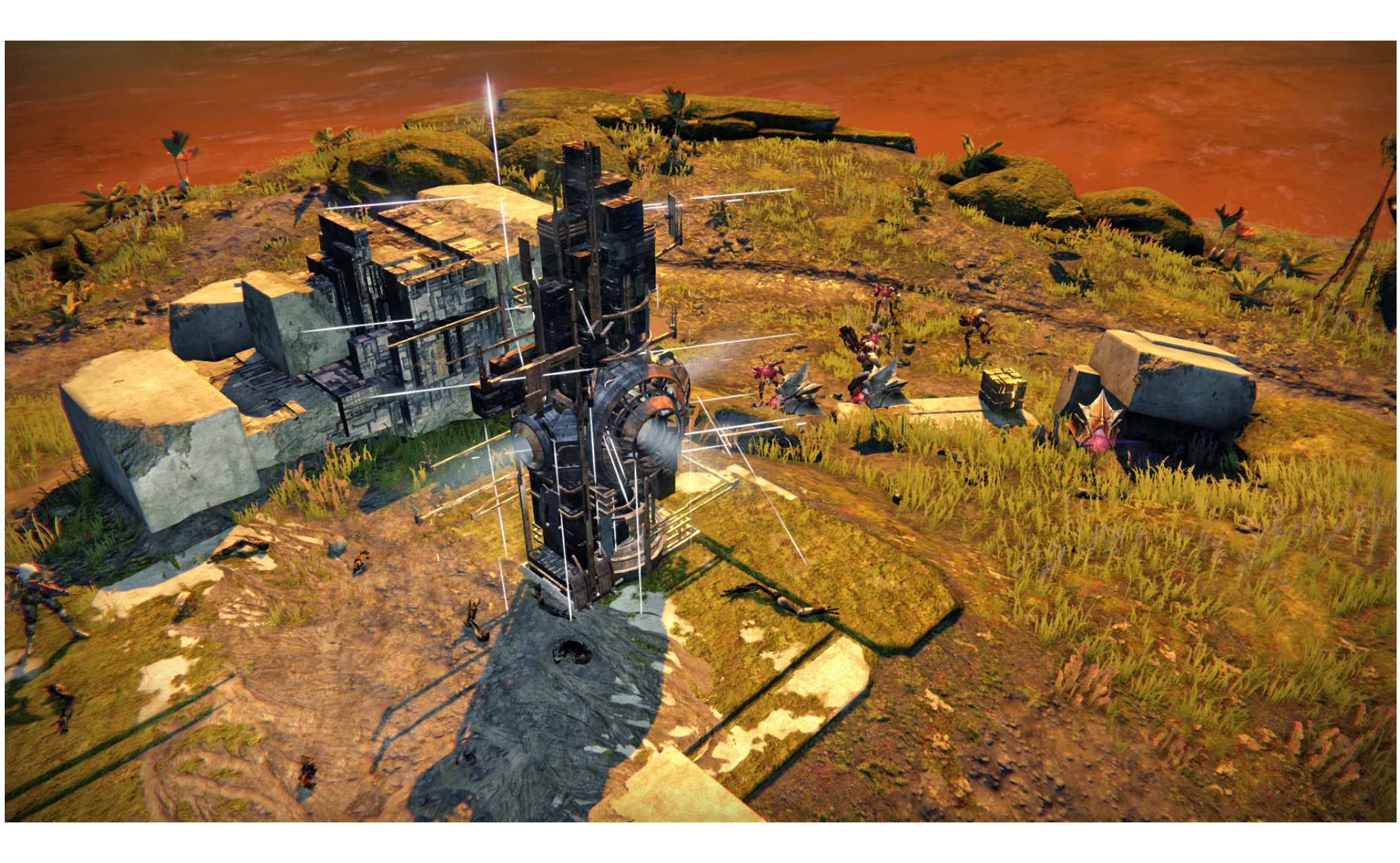
Mission Name	Description	Objective Location	Objective	
Gonna Need More Bullets	Scout the area surrounding the Ishtar region for enemies and eliminate them.	Location w/ Enemies	Kill Enemies	◆
Shoot To Kill	Take down any threats in the area.	Location w/ Enemies	Kill Enemies	◆
Deny Their Power	Kill Fallen and recover the Shock Cores they use to charge their weapons and equipment.	Location w/ Fallen	Capture Shock Cores	◆
All in the Game	Kill scavenging Fallen and search their bodies for Wire Wraps.	Location w/ Fallen	Collect Wire Wraps	◆
Rites of Obedience	Kill Dreg specimens and collect their nerve interface Docking Caps for study.	Location w/ Fallen Dregs	Collect Docking Caps	◆
Ether Hunt	Take out Fallen Dregs and Vandals and gather the Ether Sups they depend on for life.	Location w/ Fallen Dregs and Vandals	Recover Ether Sups	◆
Proxy War	Shoot down Fallen Shanks and recover their Fusor Proxy Drives for disassembly.	Location w/ Fallen Shanks	Salvage Fusor Proxy Drives	◆
Induction to Pain	Search Fallen Vandals for Induction Rods, full of useful energy systems.	Location w/ Fallen Vandals	Collect Induction Rods	◆
Roto to Ruin	Collect Roto Joints from any Vex.	Location w/ Vex	Collect Roto Joints	◆
Scrap it Together	Seek out any Vex you can find armored with Scrap Castings and eliminate them.	Location w/ Vex	Find Scrap Castings	◆
Crystal Clear	Hunt down Vex units and recover their Focusing Lenses.	Location w/ Vex	Collect Focusing Lenses	◆
Slap Down	Locate Goblins in the area and secure these Vex weapon components.	Location w/ Vex Goblins	Collect Slap Channels	◆
Packs a Punch	Track down Vex Harpies in the region carrying Stasis Disruptors.	Location w/ Vex Harpies	Collect Stasis Disruptors	◆
Take Just a Bit	Take down any Hobgoblins you can find and recover these weapons parts.	Location w/ Vex Hobgoblins	Collect Stream Syphons	◆
How Does it Work?	Recover these armor components from any Vex Minotaur in your path.	Location w/ Vex Minotaur	Capture Heavy Roto Joints	◆
Torch Them	Kill any Vex Minotaur in your sights and recover their Torchlight Bindings.	Location w/ Vex Minotaur	Claim Torchlight Bindings	◆
Newtonian Ease	Swat Harpies and Hydras from the skies and recover their Anti-Grav Nodes.	Location w/ Vex Harpies and Hydras	Recover Anti-Grav Nodes	◆
Stops a Tank	Hunt Vex Hydras and Minotaur for this nearly impenetrable armor plating.	Location w/ Vex Hydras and Minotaur	Collect Hard-Point Plating	◆
Time is the Enemy	The Cryptarch has requested an analysis of Vex Transfer Gates in the Ishtar Cliffs.	Ishtar Cliffs	Scan Platform	◆
It Works	The Cryptarch is curious about a still-functioning relic in the Academy Commons.	Ishtar Commons	Scan Ishtar Tech	◆
Shipwreck	Dead Orbit wants a scan of the downed Fallen Skiff in the Academy to aid in their own developments.	Ishtar Commons	Scan Engine	◆
Really Big Ears	Dead Obit would like an analysis of a Fallen relay near Winter's Lair to aid development of interstellar communications tech.	Ember Caves	Scan Relay	◆
Winter's Wake	Future War Cult wants an analysis of a technology cache in Winter's Lair.	Ember Caves	Complete Analysis	◆
Bridge to Ruin	Future War Cult needs an analysis of the Vex bridge lattice near the Citadel to help develop defense tech.	The Citadel	Scan Lattice	◆
Proof is in the Ruins	New Monarchy seeks any information that might be gleaned from studying the Vex ruins on Venus.	Ishtar Cliffs	Scan Ruins	◆
The Walls Have Ears	New Monarchy believes, with enough information, it can interpret communications moving through the Vex ruins.	The Citadel	Complete Analysis	◆
Kilowatt Hours	Eva Levante has expressed interest in an energy spike along the Shattered Coast.	Shattered Coast	Scan Devices	◆
Over and Out	Eva Levante wants an analysis of a potential Vex communications device in the Waking Ruins.	Waking Ruins	Scan Comm Device	◆
Backup Power	Amanda Holliday would like to get a look at Guardian equipment that may be malfunctioning.	Shattered Coast	Scan Equipment	◆
A Fallen Bird	Holliday is eager to learn all she can about the makeup of the crashed Fallen ship in the Ishtar Commons.	Ishtar Commons	Scan Ship	◆
About to Blow	Banshee-44 is curious about Vex relics in the Waking Ruins. Specifically, if they can be made to explode.	Waking Ruins	Scan Technology	◆
Beams of Light!	Banshee-44 is interested in weaponizing contained energy and has found a potential source for analysis.	The Citadel	Analyze Energy	◆
Knock the Hustle	Take down a Fallen captain responsible for gutting an entire wing of the Ishtar Collective's Academy of Golden Age relics.	Campus 9	Kill Fallen Target	◆
Fallen Advance	A group of Fallen have been harassing Guardians in the area. Put a stop to their activity.	Hall of Whispers	Eliminate Servitor	◆
Unauthorized Access	Take down a Servitor feeding off the surviving Ishtar Collective networks.	Ishtar Academy	Eliminate Servitor Target	◆
Stop all the Downloading	Reports say a Fallen Shank is carrying resources vital to their survival.	Hall of Whispers	Kill Shank	◆
Took the Handles	A Fallen Vandal in the area is destroying relics from the Ishtar Collective and must be stopped.	Campus 9	Stop Fallen Target	◆
Right Between the Eye	Assassinate a deadly Vex Minotaur sighted in multiple locations across the Ishtar Region.	N/Gen Branch	Kill Vex Target	◆
Get Some Getback	A Vex Minotaur that hit a team of Guardians in the Academy has been sighted in the area.	Ishtar Academy	Eliminate Vex Target	◆
Setting Up Shop	A Vex Minotaur is holding ground, preparing to revive the network in the area.	The Juncture	Take Down Vex Target	◆
Payback	A particularly stealthy Vex Hobgoblin has hit a number of Guardians from cover. Take it out.	N/Gen Branch	Kill Target	◆
Can't Be Stopped	A Hobgoblin that has proved nearly impossible to kill has been reported in the area.	The Juncture	Stop Vex Target	◆
Wreck Shop	Scout the Fallen House of Winter's lair deep in the Cinders and send intelligence back to the Tower.	Ember Caves	Scout Lair	◆
Fight Style	Provide intelligence on the tactics our enemies use against each other.	Ishtar Cliffs	Evaluate Enemy Tactics	◆
Best in Show	Evaluate enemy battlefield tactics.	Ishtar Commons	Scout Battlefield	◆
ECHO... Echo... echo...	Investigate recent enemy activity beneath the Ishtar Collective Academy.	Shattered Coast	Map Area	◆
One if by Land	Image the destruction to the Ishtar Collective grounds for the City.	Shattered Coast	Scan Vista	◆
Gate to Where?	The Tower is requesting that we scout the area near the Transfer Gates in the Waking Ruins.	Waking Ruins	Scout Area	◆

PE Public Events

Check out our maps at the start of the Venus chapter to find where the events occur and how often.

Prevent Vex Sacrifices

Locations: The Citadel, Ishtar Cliffs



At the top of a hill, a small group of Goblins guards a conflux as they prepare for the sacrifice of fellow Vex. Your objective is to prevent this from happening. Once you fire at one of the Goblins, a four-minute timer begins counting down. Now your mission is to defend this conflux as Vex Goblins, Hobgoblins, Harpies, and Minotaur approach. Goblins are the first to approach, kneeling down before being sacrificed. Take them out anytime during this process. Next to the timer, the number of remaining Sacrifices is displayed. Once ten Vex complete the procedure, you fail the event. Join up with other Guardians and take out any Vex that approach the conflux until the timer expires to complete the Public Event.

Eliminate the Target

Locations: The Citadel

An enemy appears in the area, slowly making its way to a certain destination. Your objective is simply to eliminate it before it gets there. It's always a special enemy with greater vitality and aggression than the norm. Its progress through five checkpoints appears on the left, along with a timer. Take it down before the timer reaches 0 and it reaches checkpoint 5 to complete the event.

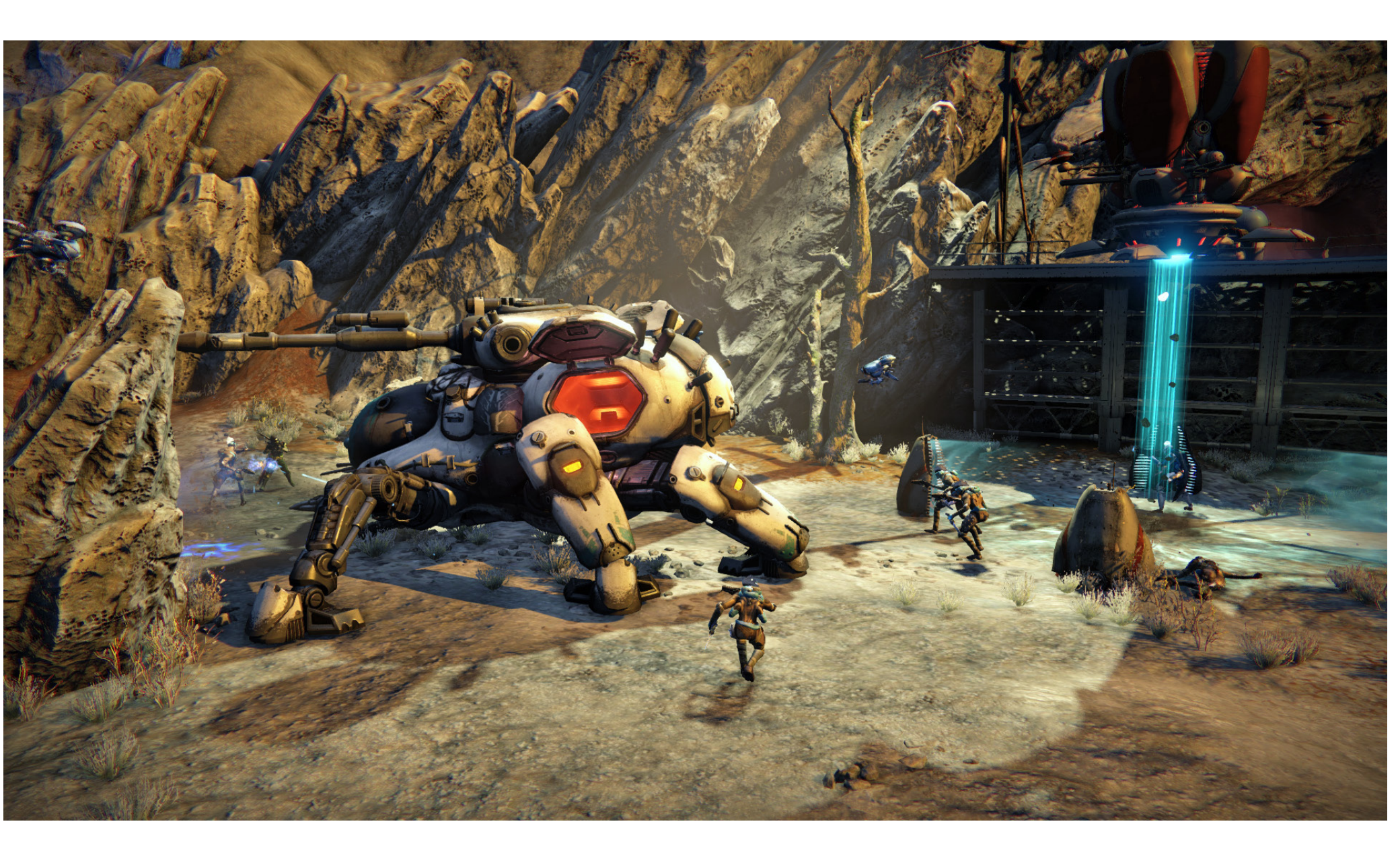
Defeat Extraction Crew

Locations: Ember Caves

A crew of Fallen drops into the area, attempting to extract precious Glimmer. The Guardians must clear the drill site by killing all of the Fallen. Once one crew is defeated, a second shows up elsewhere in the zone. Clear out three drill sites to complete the event and earn a Gold Tier.

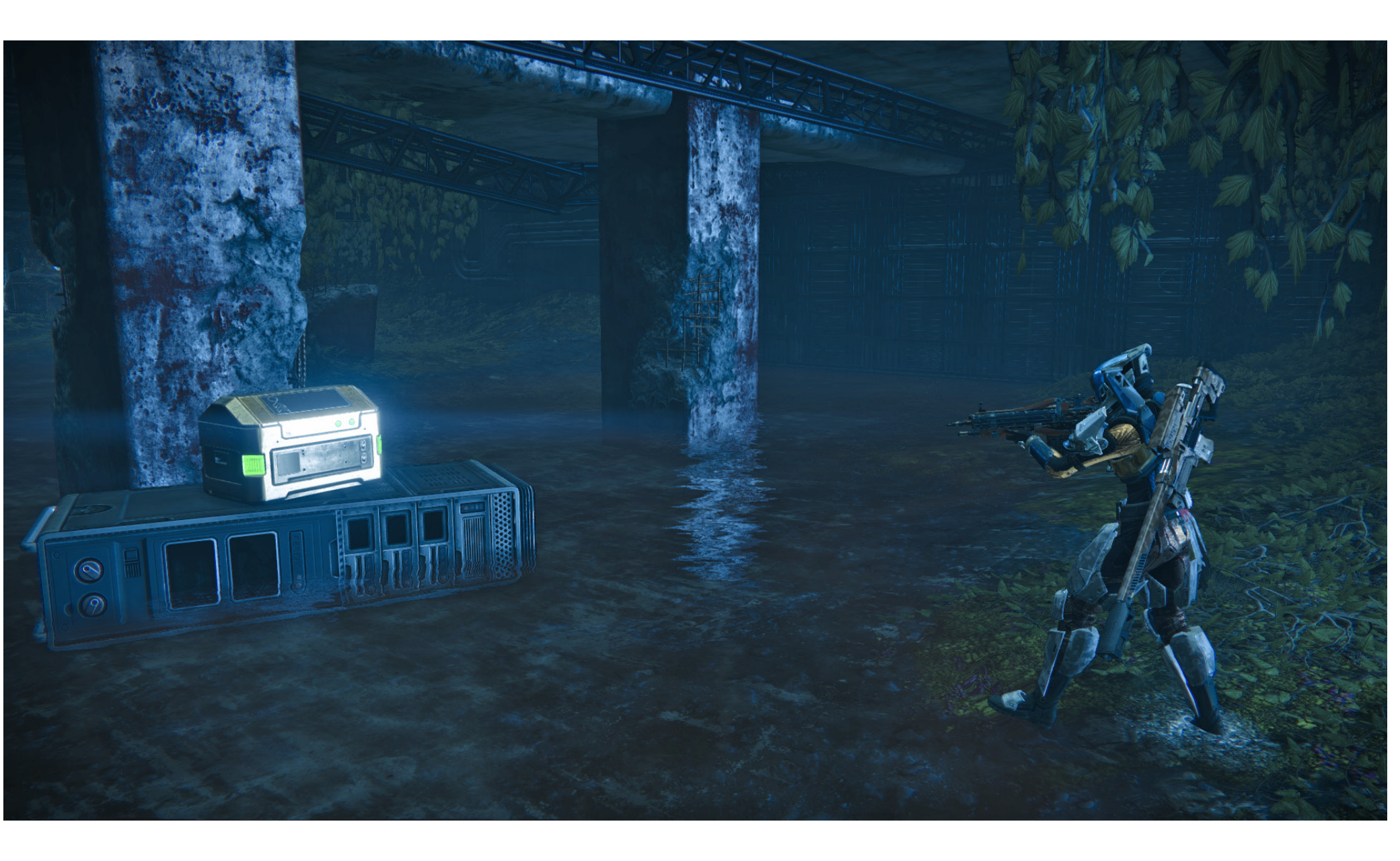
Destroy Fallen Walker

Location: Ember Caves



A drop ship delivers a Devil Walker into the public space. Now it's up to the Guardians to defeat the tank before it causes too much trouble. Take down the target in the same manner as in the Earth Strike, Devils' Lair. Do so before the five-minute timer expires to complete the event with a Gold Tier. Remember that it is invulnerable until its lights come on.

Gold Chests



1:Shattered Coast to Ishtar Academy

Drop into the hole in the Shattered Coast and follow the tunnel toward Ishtar Academy. Before you reach the bend, look back to find a Gold Chest next to a pillar.

2:Campus 9

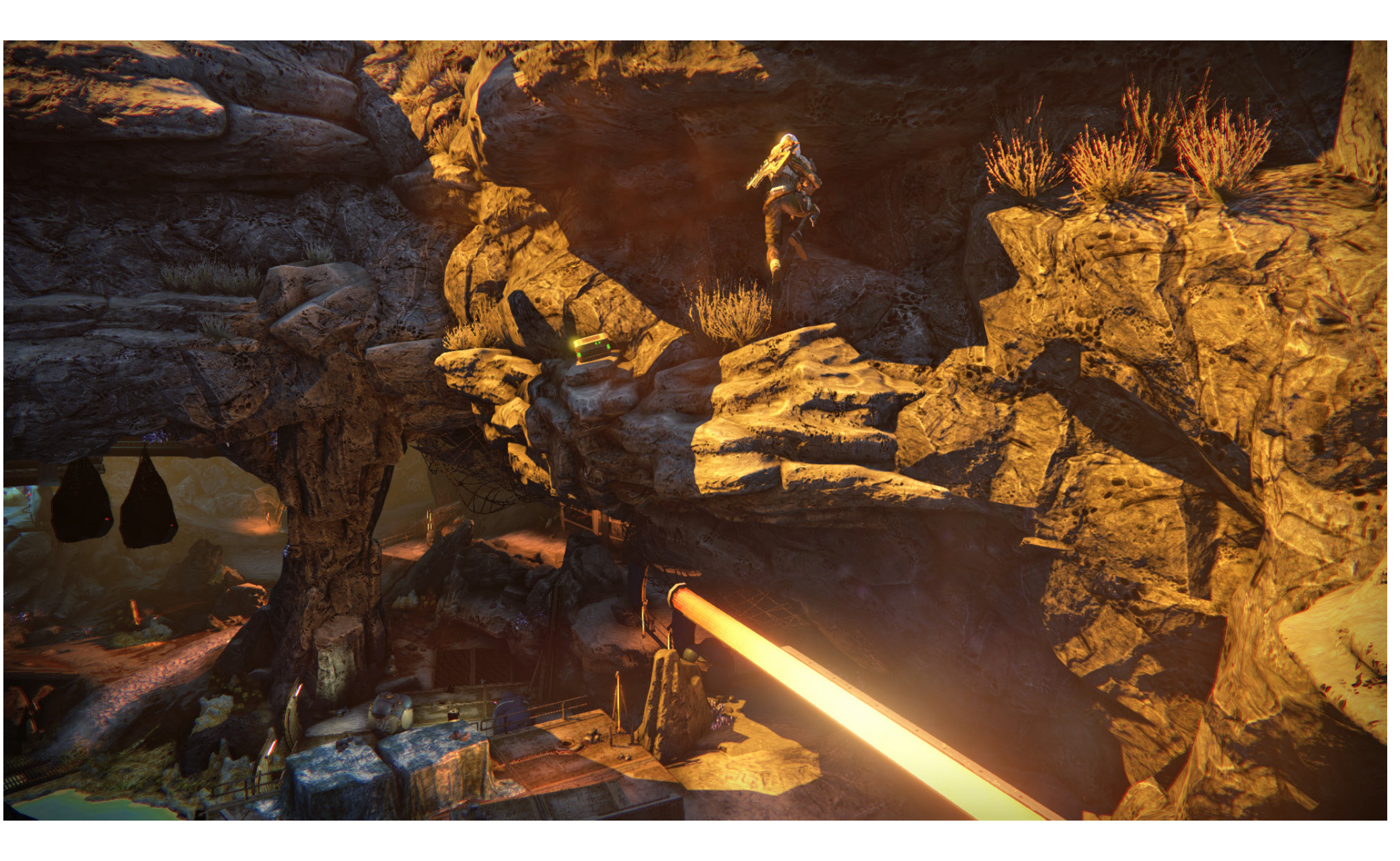
After you enter Campus 9 from the Waking Ruins, run over to the far building, next to the waterfall. A Gold Chest sits next to the structure on the other side.

3:N/Gen Branch

Enter N/Gen Branch from Ishtar Commons and head to the right. Move into the small building and search the central cubicles for the Gold Chest.

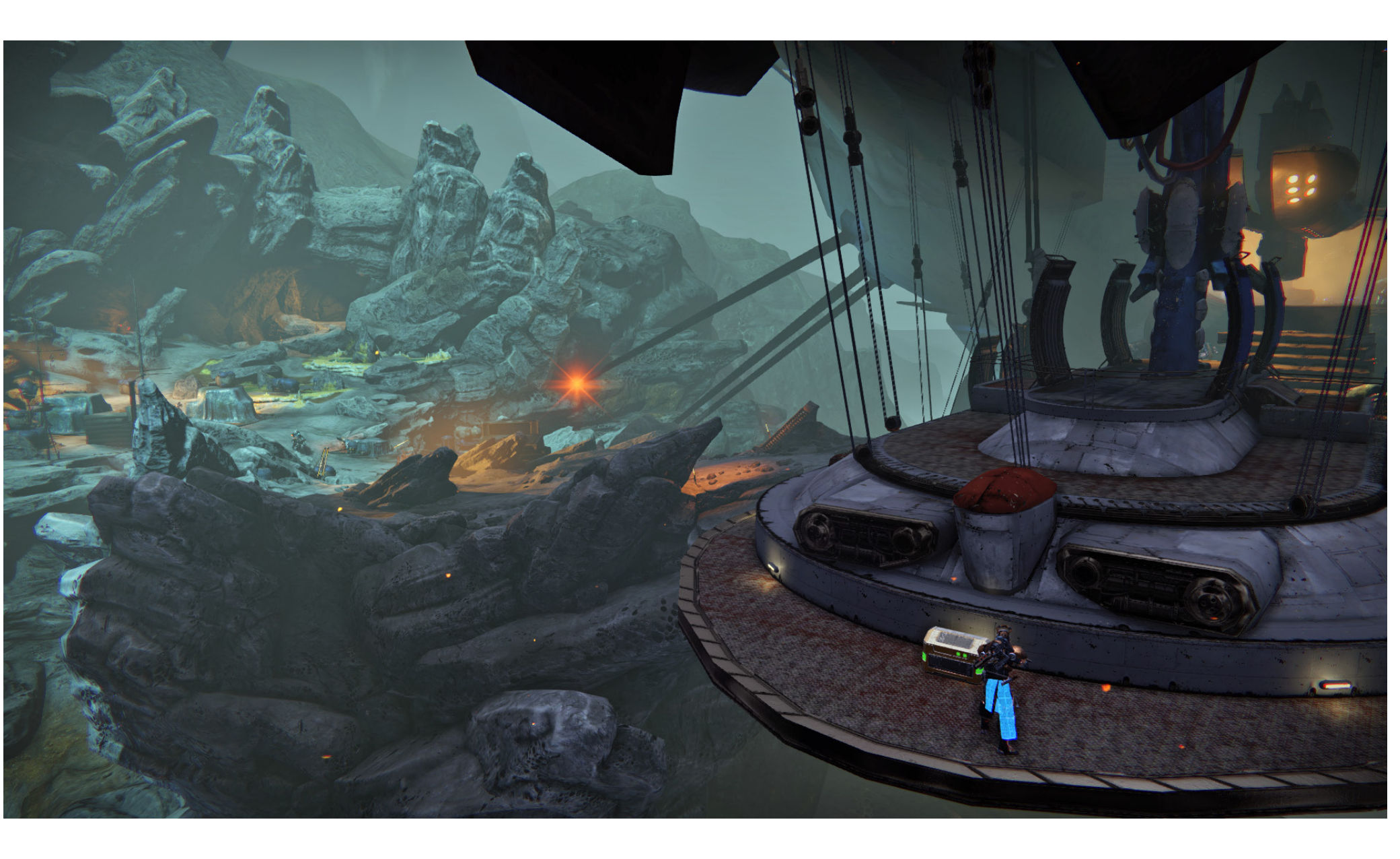
4:Winter's Lair

In Winter's Lair, follow the trail around the outside of the cavern until you reach the upper overlook. Step out onto the horizontal pole and jump over to the right ledge to collect this Gold Chest.



5:The Cinders

In the Cinders, fight your way onto the ketch. Turn to the right and move to the very back. Drop down to the lower ledge to find the Gold Chest.



Dead Ghost Locations

1 Headlands

Heading toward Shattered Coast, search near the sulfur ponds on the left to find a Dead Ghost.

2 Shattered Coast

From the Headlands entrance to Shattered Coast, take the street straight and then to the right. On the sea side of the right-hand building, look for a burnt-out hatchback with a Dead Ghost lying in the back.

3 Ishtar Academy

Enter Ishtar Academy from Shattered Coast and jump up to the left side's second level. Search the bookshelf, roughly even with the statue, to find the Dead Ghost.

4 Ishtar Cliffs

Just inside Ishtar Cliffs from Shattered Coast, search along the wall under the cave outcropping to find this Ghost.

5 Waking Ruins

Enter Waking Ruins from Ishtar Cliffs and follow the trail until you reach the big, central ruins on your left. Move around them until you can climb up. A Dead Ghost lies at the very top point.

6 Campus 9

From Waking Ruins, enter Campus 9 and head over to the far-right outpost. Jump onto the roof, and then over to the hill on the other side. Continue in this direction and jump onto the ruins. Hop over to the left and then skip back the other way, across three more blocks. Angle to the right and perform your longest jump, over to a small ledge where the Dead Ghost is hidden.

7 Ishtar Commons

Inside Ishtar Commons from the academy, move past the circular structure on the left and hop onto the railing. Turn back toward the building and jump over to the awning. Carefully walk along the ledge until you get to the Dead Ghost.

8 Ishtar Commons

Enter Ishtar Commons from Ishtar Academy, and run to the other side of the right building to find an open elevator. Another Dead Ghost rests inside.

9 Winter's Lair

Inside the main cavern of Winter's Lair, follow the dirt path to the left, and make another left as soon as you can. Continue back to a small cave with the Dead Ghost inside.

10 Ember Caves

In Ember Caves, search for a small cave to the right of the path up to Winter's Lair. The Ghost lies at the back of the den.

11 Hall of Whispers

Just inside Hall of Whispers, a tree branch holds the next Dead Ghost, though it isn't as easy as that to get. You must either hop onto the blue box and high-jump up to the limb, Or you must run up the steps and jump over to the building's awning. Turn around and hop across the poles until you can reach the tree.

12 Endless Steps

At the Endless Steps, climb the stairs and move along the hill. Hop up the pillar to find this Dead Ghost.

13 N/Gen Branch

Enter N/Gen Branch from Ishtar Commons and run into the building straight ahead. Climb the steps to the upper walkway, move around the corner, and search next to the console.

14 Dig Site 4

After you enter the first room of Dig Site 4, run over to the far corner and enter the open door to find a research lab. Search the sink in the middle of the room to find a Dead Ghost.

MARS

OVERVIEW

In the years since the Collapse, much of Mars has returned to the desolate, barren landscape it was before the Traveler. But buried beneath its surface are traces of the mega-cities that once sprawled across the planet, swallowed by dunes and Darkness.

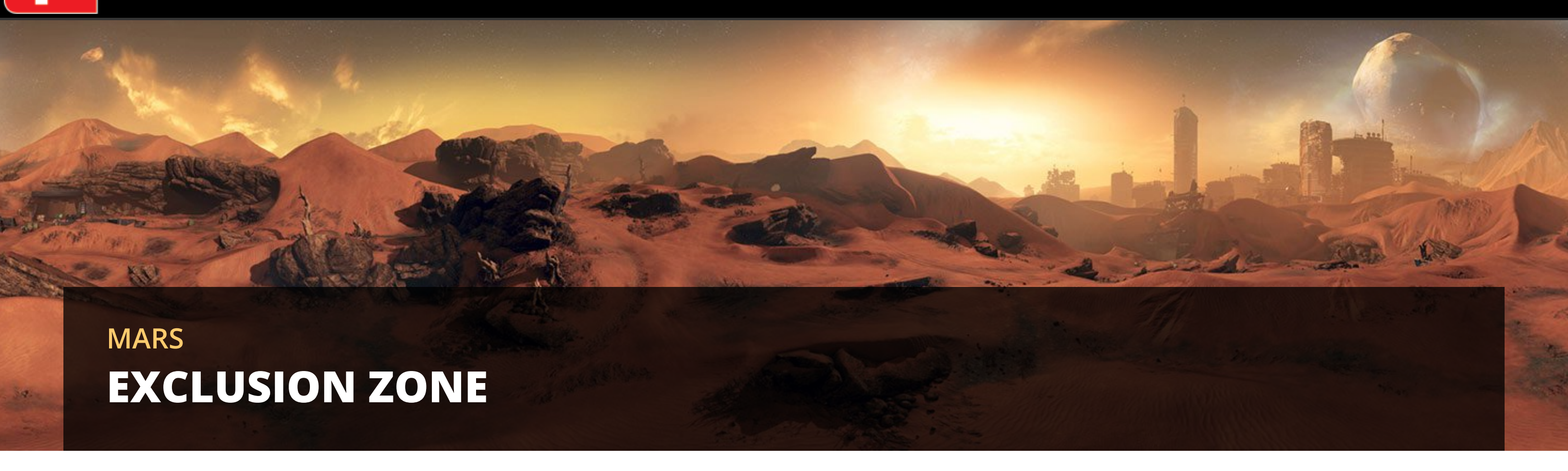
Serving as a base of operations for the main Cabal force in our system, the red planet is littered with heavily fortified heavy Cabal fortifications. And rumors of a Vex presence hint at an even greater danger.

Resource:

Relic Iron

Enemy Races (Faction):

Vex (Virgo Prohibitive), Cabal (Sand Eaters, Dust Giants, Siege Dancers, Blind Legion)


MARS

EXCLUSION ZONE

EXCLUSION ZONE

Level 15 Story / The Barrens, Meridian Bay, Mars

Enemy Races: Cabal, Vex

Suggested Damage Type: Solar, Void (Epic)

Rewards: XP Bonus, Sparrow Upgrade

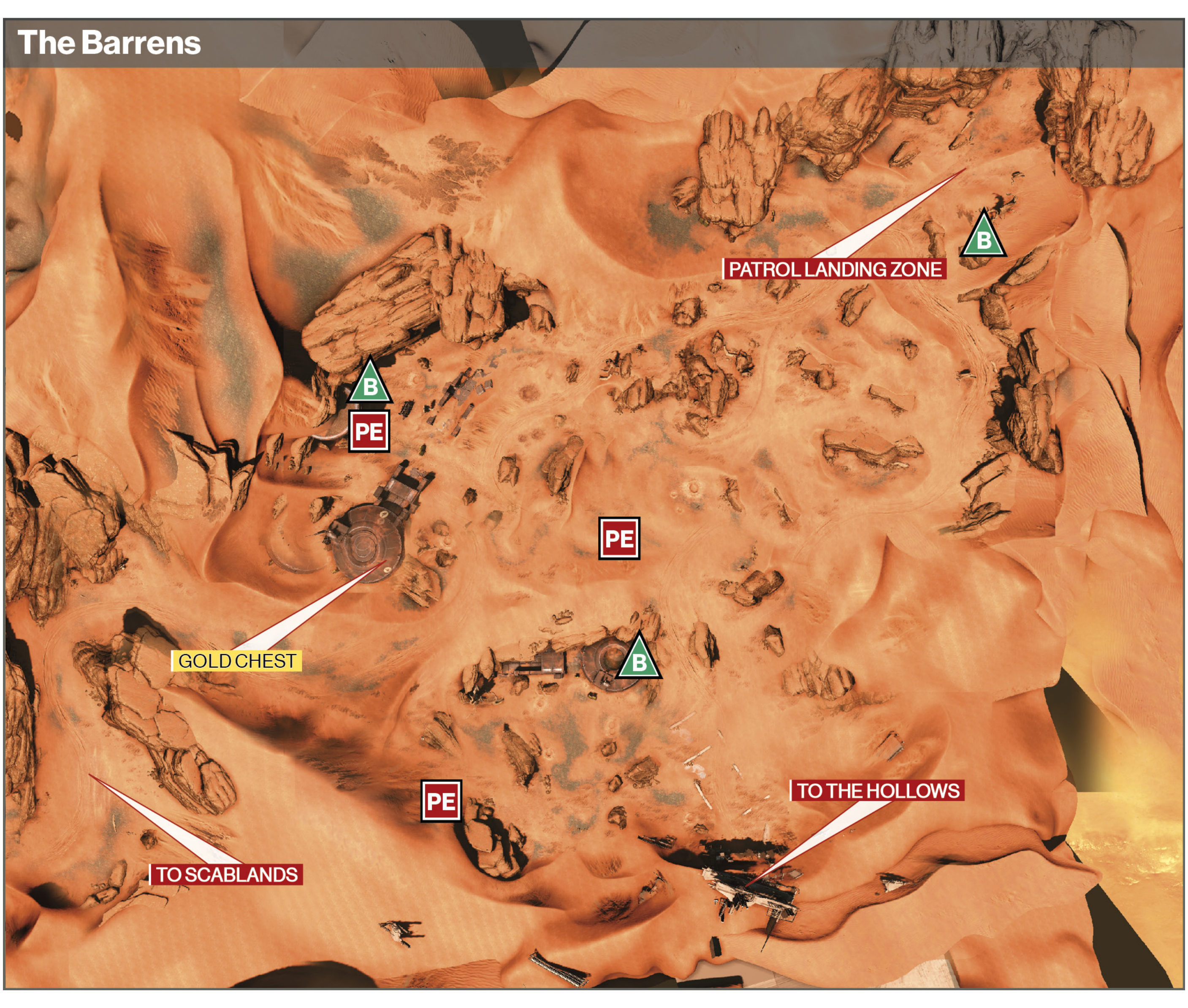
Missions Unlocked: The Garden's Spire, Patrol Mars

Combatant Changes With Heroic Or Epic Mission Modifier

Objective	Combatant Changes	Tip
Repel Cabal Assault	+2 PhalanxLegionaries upgraded to Major Legionaries	—
Scan Cabal System	Legionaries upgraded to Major Legionaries	—
Steal an Access Key	3 Phalanxes upgraded to Major Phalanxes2 Legionaries upgraded to Major LegionariesPsions upgraded to Major Psions	With all of these Major Cabal added to this boss fight, things can get rough. Use cover wisely, and be aware of incoming psionic waves. Use the full area to escape from danger.

B Patrol Beacons are available only during the Patrol activity.

PE Public Events frequency: 25-35 minutes



Objective: Infiltrate Cabal Bunker

Location: The Barrens

For the last time, you must hack into the local system to gain access to the Sparrow. You can easily enter a locked bunker up on the right with your Ghost's help.

Objective: Hack Cabal System

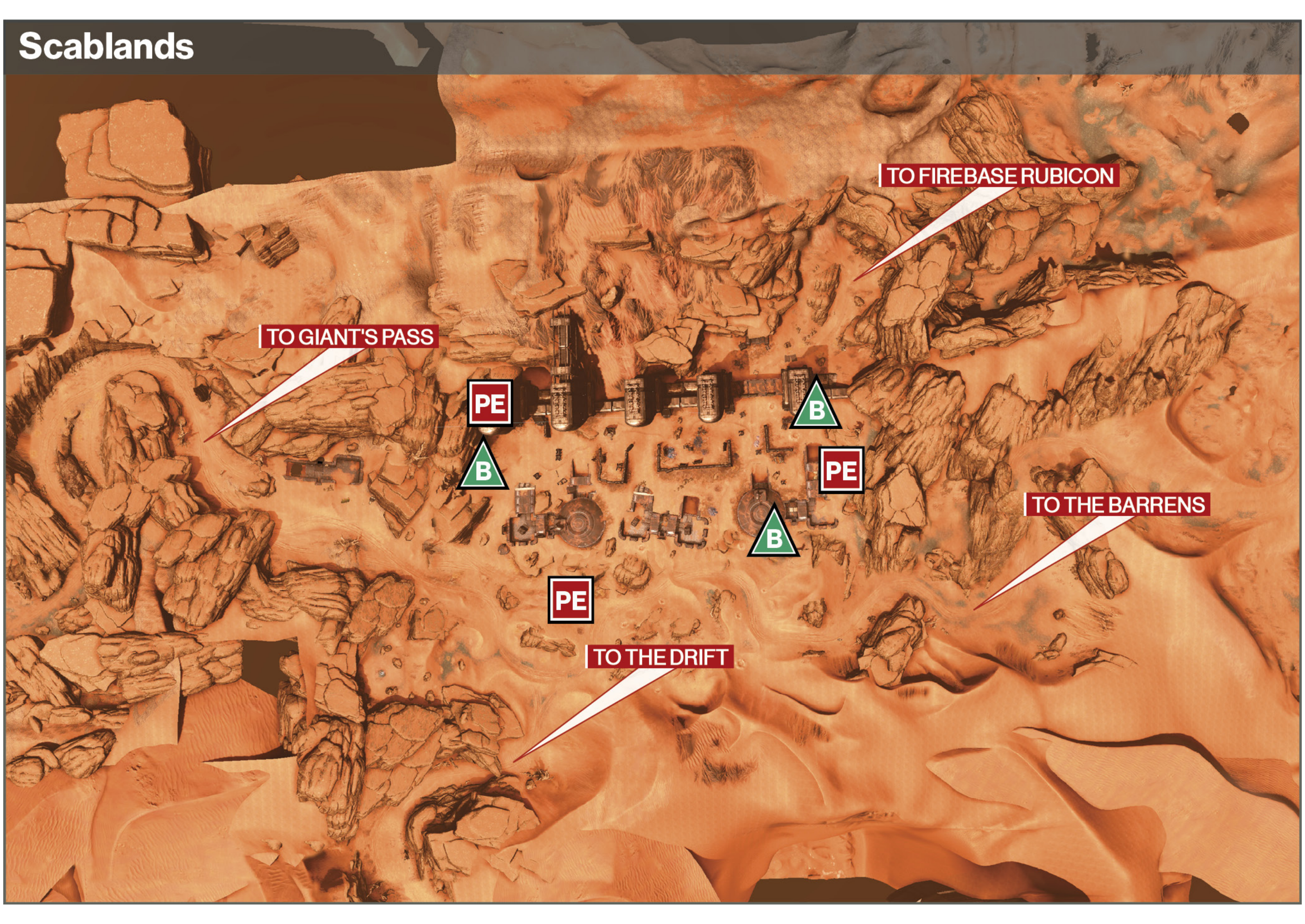
Find a computer farther inside the bunker, and let your Ghost do his best to gain access to your vehicle.

Objective: Repel Cabal Assault

This attracts some unwanted attention from the Cabal. At first, a long-range weapon is optimal to keep the enemies away. The Cabal wear armor that protects them well, so aim for their vulnerable heads to take them down quickly. The Phalanx carries an invulnerable shield, so aim for its exposed arm to cause it to stagger, and then quickly target its head. Eventually, you must venture outside to finish off the group. Watch out for the Centurion, who is equipped with a Solar shield and rapid-fire explosive projectiles. Legionaries and Centurions are equipped with jump jets, allowing them to close in quickly from a distance.

B Patrol Beacons are available only during the Patrol activity.

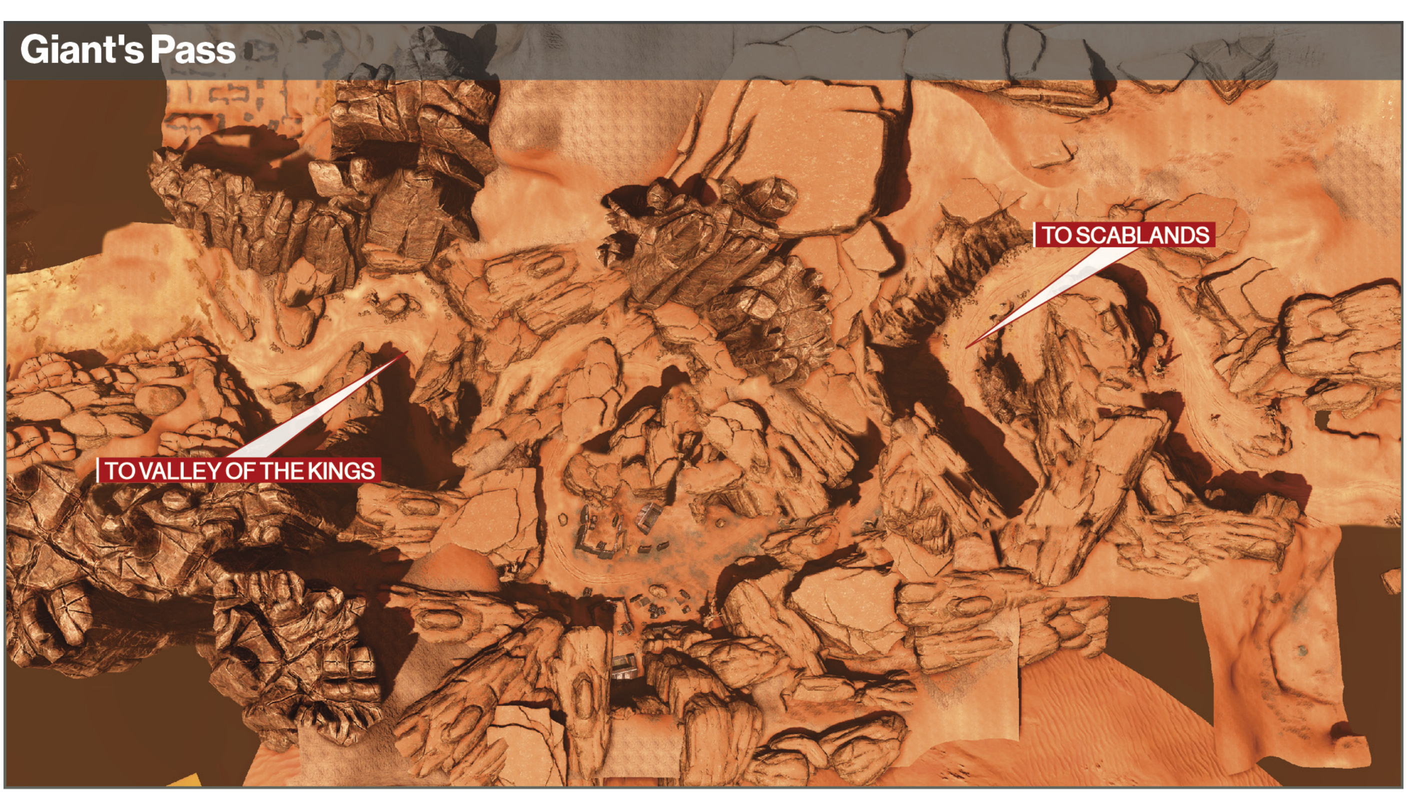
PE Public Events frequency: 35-45 minutes



Objective: Find the Gate

Location: Scablands

With the vehicle link enabled, hop on the Sparrow and head out to the right to find Scablands, a region where the Cabal and Vex fight it out. You can choose to either get involved or simply drive on through to Giants' Pass, which becomes a Darkness Zone.



Objective: Scan Cabal System

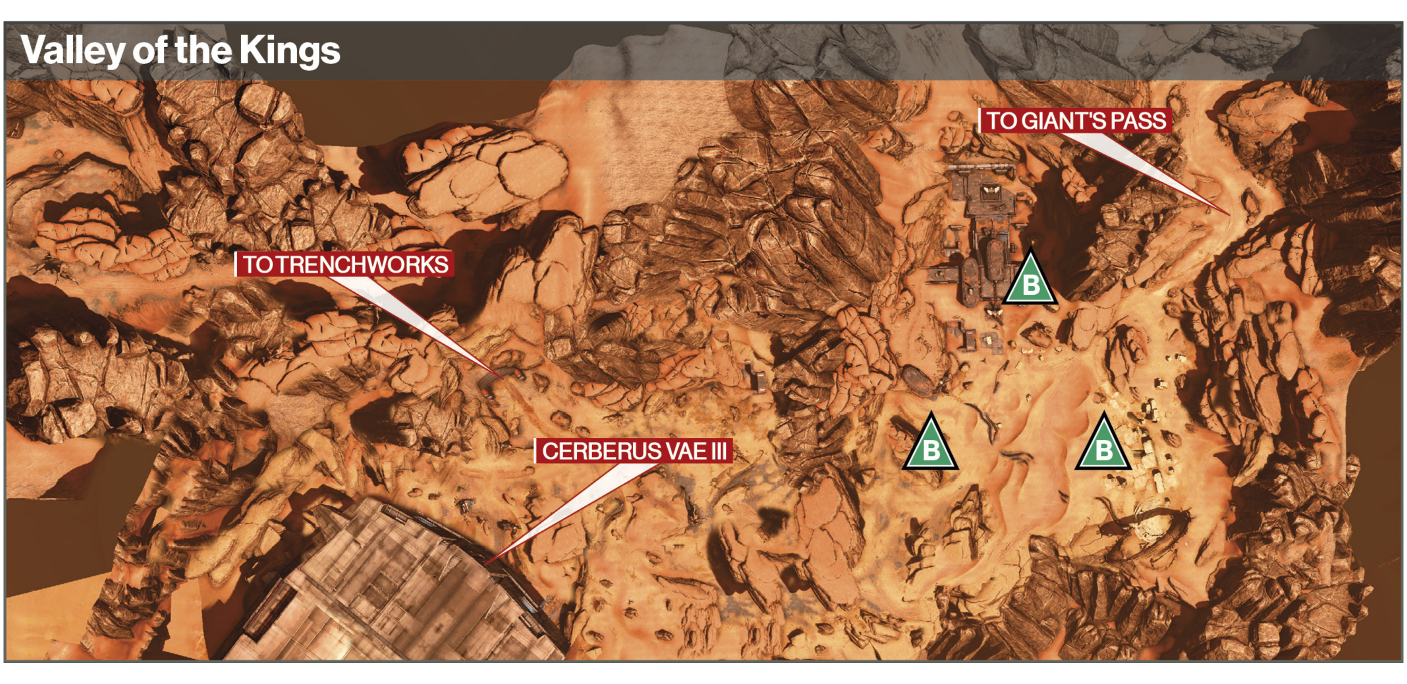
Location: Giants' Pass

Phalanxes and Legionaries patrol this zone. Find the link to the Cabal system on the far side, on the left platform. Deploy your Ghost to scan it. During this time, a dropship brings in more troops, including your next target.

Objective: Steal an Access Key

Bracus Tho'ourg, a Major Centurion, carries the key, and Psions accompany him. These Psions are not armored like the others, but they fight very intelligently behind cover and have a devastating psionic blast wave, which they fire along the ground at their targets. It is possible to jump over the wave, but it is best to run to the opposite side to avoid it. Learn the Psions' tell for this move: they spread out their arms and lift off the ground. Once you've dispatched the boss, grab the key.

B Patrol Beacons are available only during the Patrol activity.

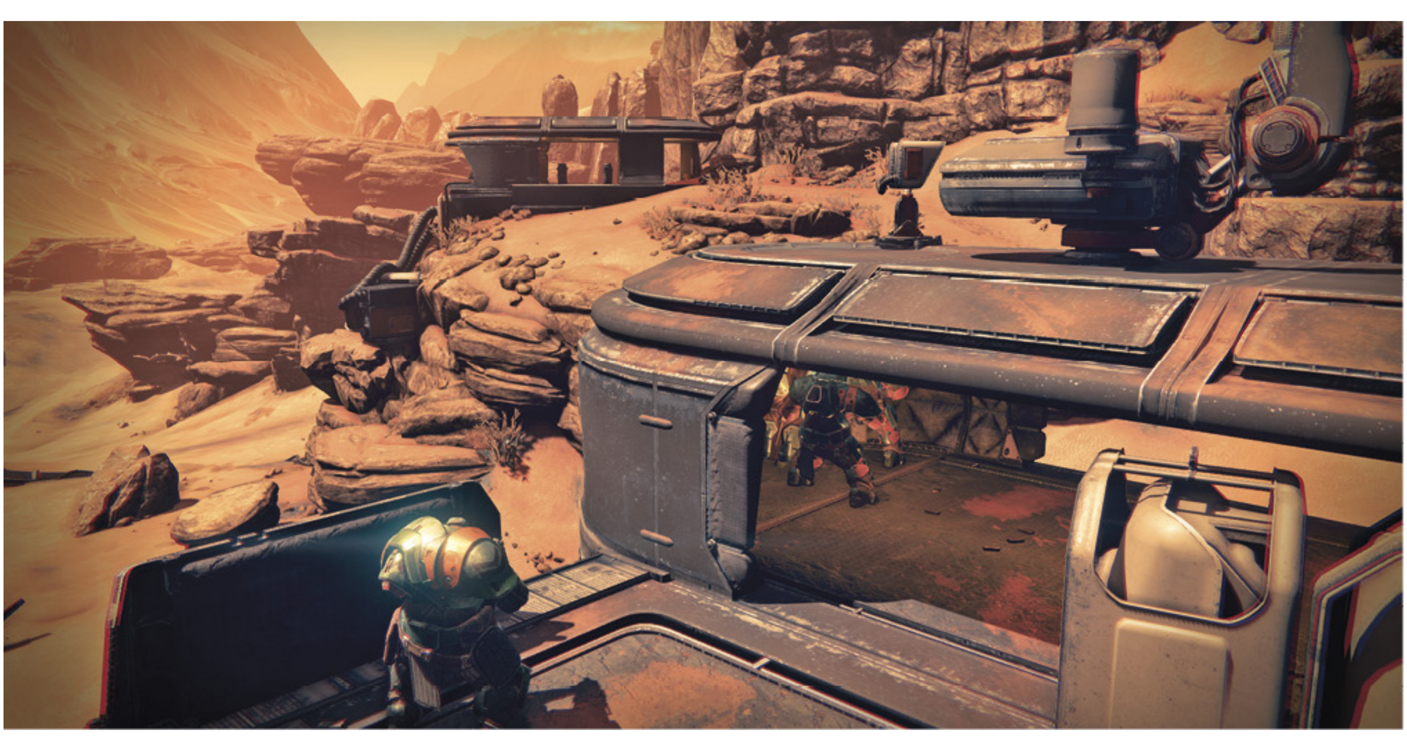


Objective: Access Survey Post

Location: Valley of the Kings

Exit the area into the public zone, Valley of the Kings. High-level Vex occupy the left areas, while Cabal dwell all around the right buildings. Your next objective is at the top of the rock cliff ahead. Bring out your Ghost so that he can scan the device inside the Cabal outpost.

Return to the Tower, and turn in the Deployment Orders to the Shipwright to get a Sparrow Upgrade.



MARS

THE GARDEN'S SPIRE

THE GARDEN'S SPIRE

Level 16 Story / The Barrens, Meridian Bay, Mars

Enemy Race: Cabal

Suggested Damage Type: Solar, Void (Epic)

Rewards: XP Bonus, Armor Upgrade

Missions **Unlocked:** A Rising Tide, The Buried City, The Black Garden

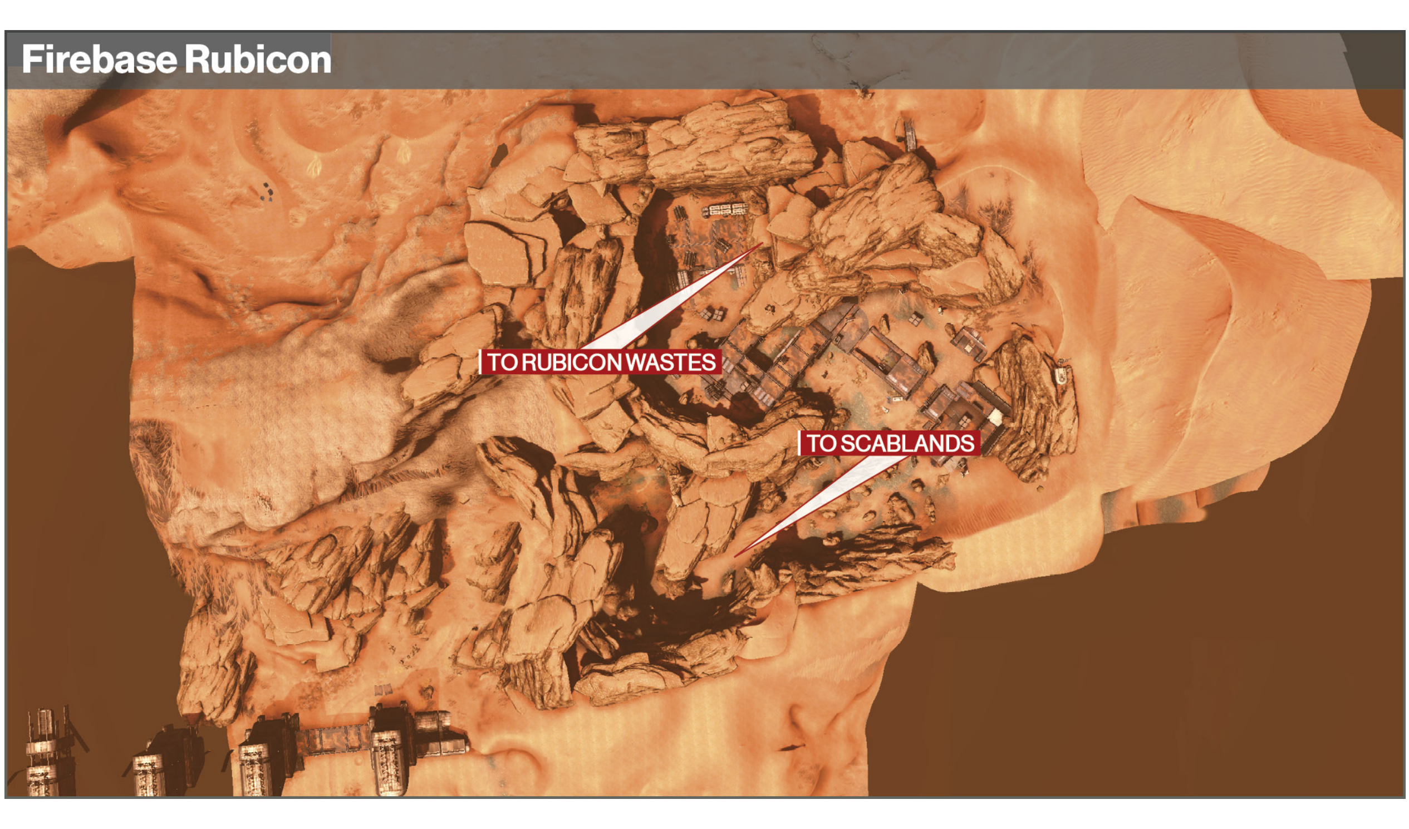
Combatant Changes With Heroic Or Epic Mission Modifier

Objective	Combatant Changes	Tip
Survive the Ambush – Wave 2	-1 Centurion+1 Major Centurion	—
Survive the Ambush – Wave 3	-1 Colossus+1 Major Colossus	Stay on the move to avoid the Psions' psionic wave and Colossus' rocket barrage. Use the various platforms to avoid getting surrounded.
Survive the Ambush	Next wave spawns when one enemy remains instead of waiting for entire crew to be wiped out.	—
Face Primus Sha'aull – 75% Health	-1 Legionary+1 Centurion	—
Face Primus Sha'aull – 40% Health	-1 Centurion+1 Colossus	—
Face Primus Sha'aull	Second dropship spawns regardless of whether you have cleared first squad (as opposed to waiting for them all to be wiped out).	—

Objective: Breach the Warbase

Location: Scablands

Ride over to Scablands and then up the right side toward the Cabal's base. Spend some time picking off the enemies from a distance before moving through the opening. This route takes you into Firebase Rubicon.

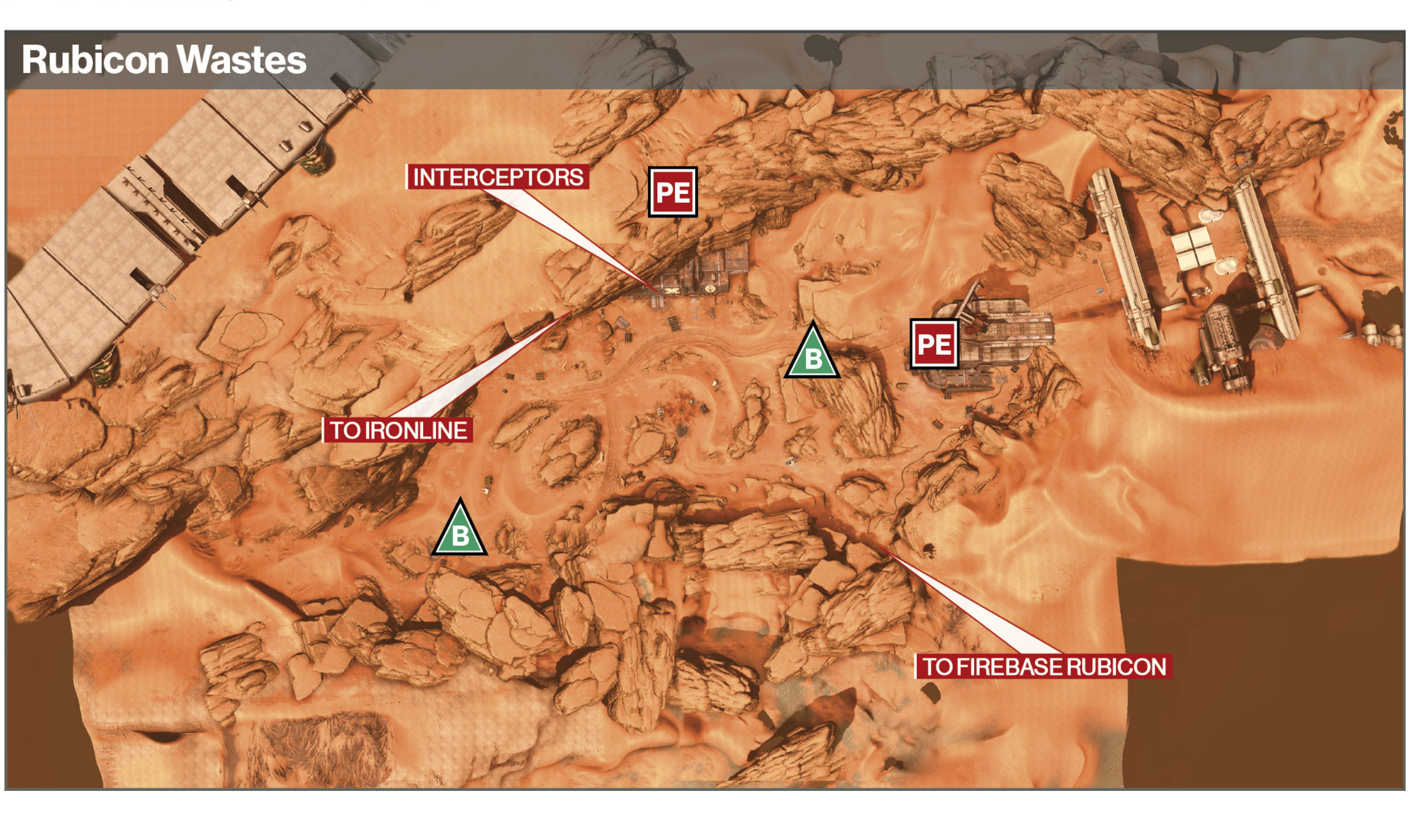


Objective: Locate the Spire

Location: Firebase Rubicon

This Blind Legion stronghold is full of Cabal who are just waiting for the chance to take down a Guardian. One option is to speed through the base, avoiding as many of the foes as possible. But your chances of survival are slim, and you miss out on a significant amount of Experience. Instead, carefully wind your way through the area, killing enemies as you encounter them. Back away, ducking behind cover when things get dire. Exit through the tunnel at the other end and follow it into Firebase Rubicon.

B	Patrol Beacons are available only during the Patrol activity.
PE	Public Events frequency: 25-35 minutes

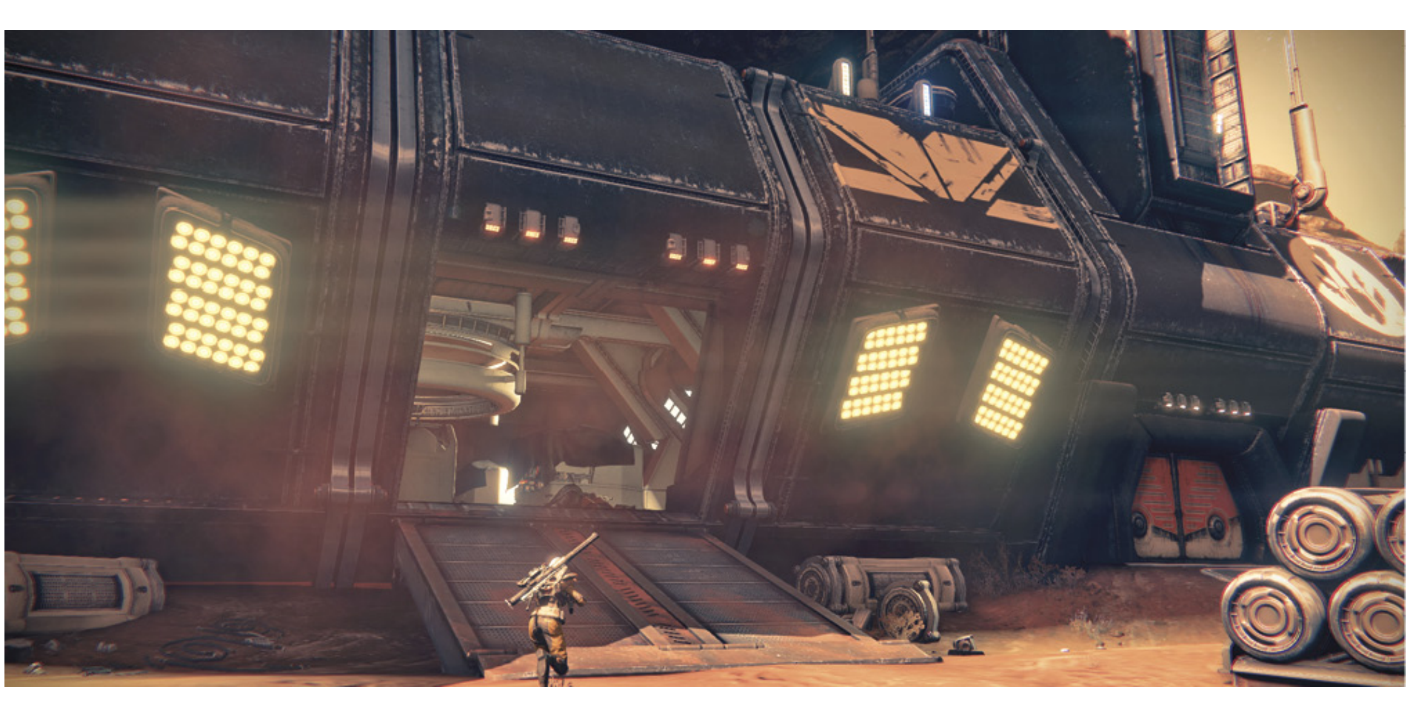


Objective: Assault the Tower

Location: Rubicon Wastes

As you move over to the observation tower on the right, fight your way through more Cabal. The biggest threat comes from a Colossus that carries a big Slug Thrower, a heavy suppressive weapon that tears through its target. It also has a three-missile attack that inflicts a lot of damage when the missiles hit their mark. Once it is safe, access the tower console.

Objective: Cross the Field



That fight attracted the attention of the rest of the Cabal. Continue through Rubicon Wastes until you reach the garage on the right. Inside, you see powerful vehicles called Interceptors. It isn't necessary to take one, but they do have some serious firepower and can help conserve your own ammunition. Fight your way into the doorway just ahead and follow the corridor up to Iron Line, where you must abandon the vehicle.

> ### Interceptors
>
> The Interceptor is the most powerful vehicle, but it is very heavy and slow. It has a boost and a pair of arm cannons that fire alternately as you press the Fire button. Remember which one is next, as it is easy to forget and shoot a rocket directly into nearby cover—causing massive damage to your own vehicle. If it blows up, your character goes down with it, so it is wise to abandon ship when it catches on fire.

Objective: Open the Gate

Location: Iron Line

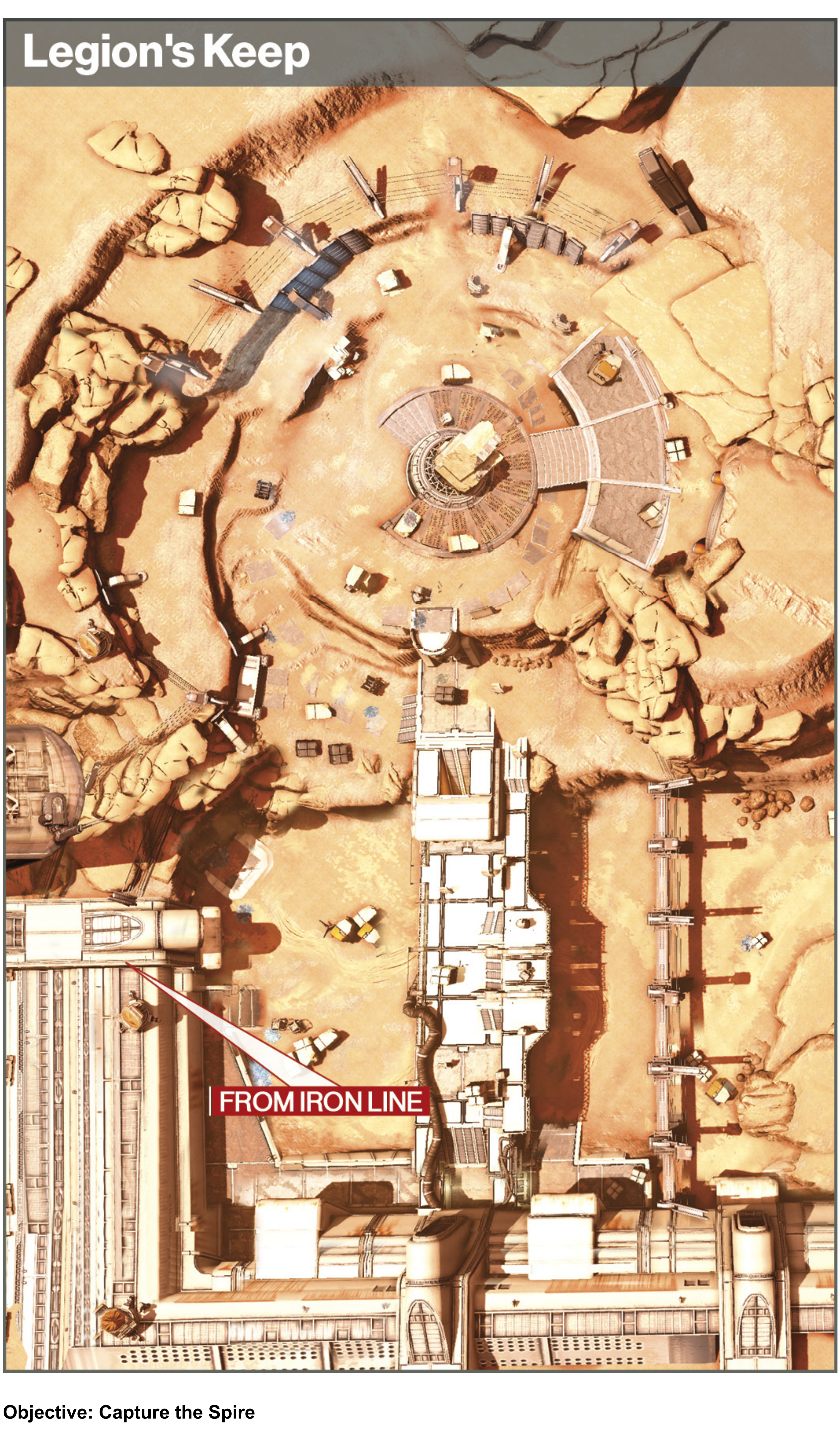
Iron Line is designated as a Darkness Zone, so be extra cautious as you fight the Cabal.

Objective: Survive the Ambush

As you move toward the gate, Cabal quickly ambush. Backtrack down the ramp, and duck behind cover as you deal with this surprise attack. A second wave, anchored by a Centurion, emerges from the left door. Then, a final wave enters through the right door, including a Colossus. Once clear, put your Ghost to work on the gate.

Objective: Storm the Keep

As the gate opens, prepare your weapons and duck behind cover. A Major Phalanx and two minor Phalanxes enter the room. Take them down before they can get too far inside. Take the right ramp through the door, proceeding toward Legion's Keep.



Objective: Capture the Spire

Location: Legion's Keep

As you cross the bridge to the spire, multiple Cabal attack at different points along the route. Take it slow, staying behind cover until it is safe to proceed and being especially mindful of the Colossus that digs in at the other end. As you turn the corner, keep your guard up as enemies continue to attack.

Objective: Hold off the Cabal

A group of Cabal huddles together near the spire. Hit the Centurion in the head to get their attention, and then take them out.

Objective: Wake the Eye

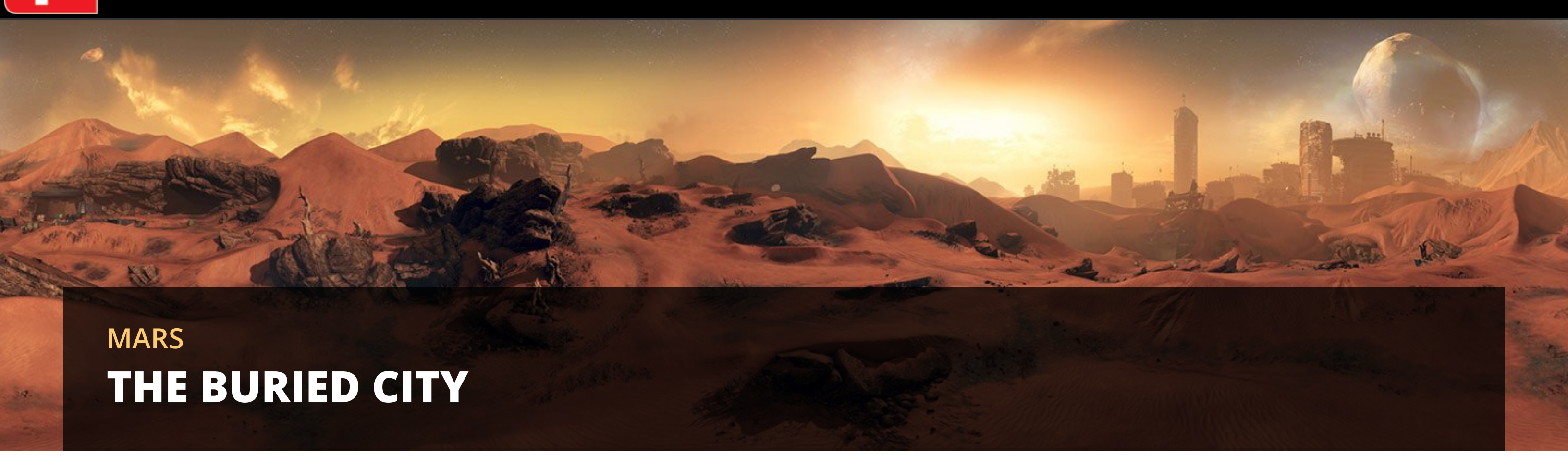
Approach the console on the rock platform, and let your Ghost perform his magic.

Objective: Face Primus Sha'aull

Primus Sha'aull, an Ultra Centurion, enters through a door on the left. This guy hits hard and has a ton of health, so stay on the move to avoid his weapon fire. Cabal foes join him during his entrance, and more drop in when the boss reaches 75% health and then 40%. Be careful trying to fight from the ledge where you entered, as more Cabal spawn behind you. A small area below the central platform offers a little respite, but avoid getting surrounded. Release your super and Heavy Weaponry upon Primus Sha'aull whenever available.

Objective: Claim the Eye

Once you defeat Primus Sha'aull, return to the console to finish the mission. Head to the tower and return the Ceremonial Blade to the Vanguard mentor.



THE BURIED CITY

Level 17 Story / The Barrens, Meridian Bay, Mars

Enemy Race: Cabal

Suggested Damage Type: Solar, Void

Rewards: XP Bonus

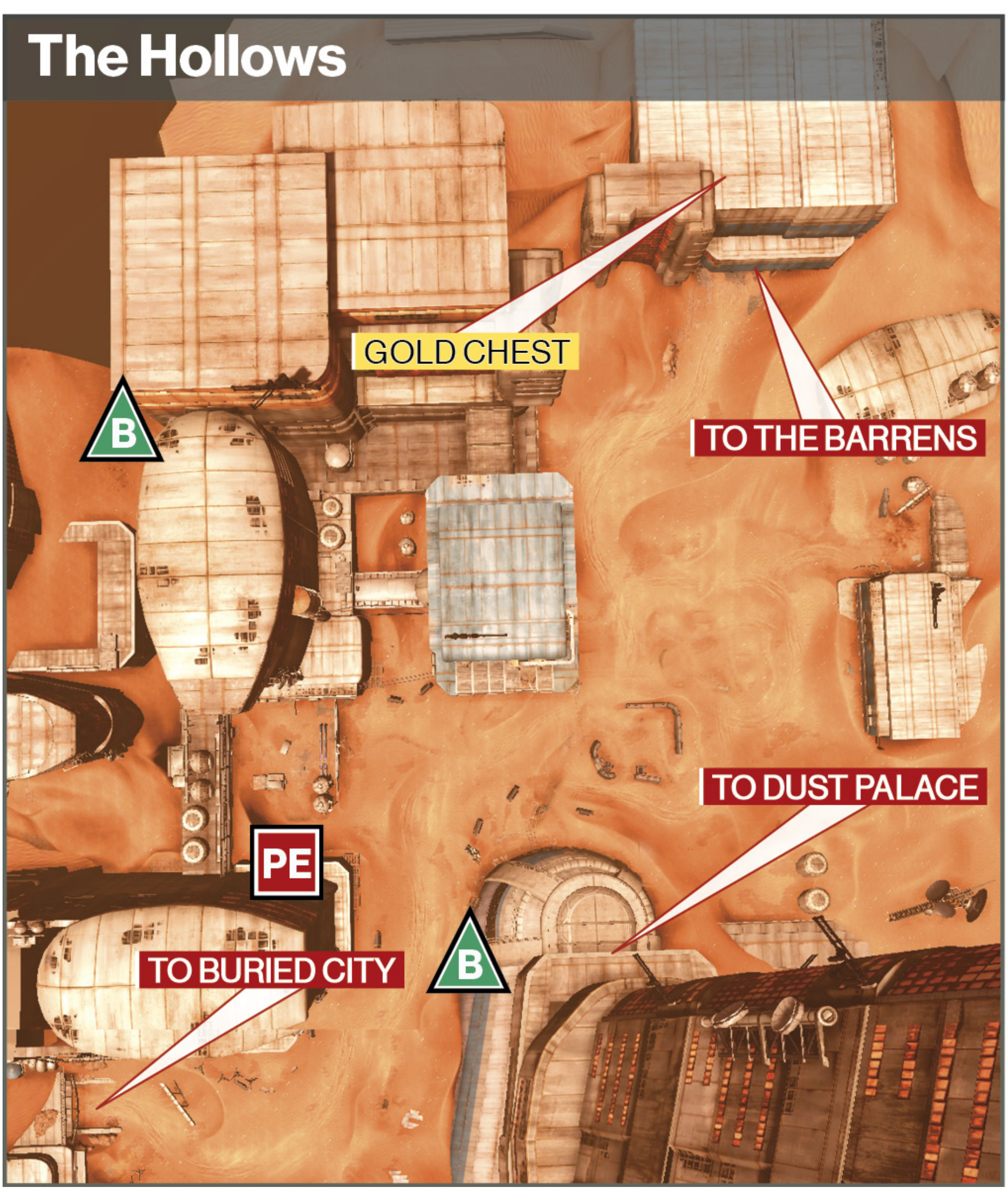
Mission Unlocked: -

Combatant Changes With Heroic Or Epic Mission Modifier

Objective	Combatant Changes	Tip
Ascend the Skyscraper – First Area	+2 Psions+2 Psions (added with three enemies left)	–
Ascend the Skyscraper – Enter Atrium	+2 Legionaries	–
Ascend the Skyscraper – Atrium Second Floor	-1 Centurion+1 Major Centurion	–
Ascend the Skyscraper	-2 Psions+2 Major Psions	–
Track the Recon Team – Kill Legionaries or approach steps	+4 Legionaries-1 Colossus+1 Major Colossus	Fight cautiously as you proceed through the Overwatch. The Major Colossus can wipe you out with his rocket barrage.
Expel the Cabal – Second Room	+2 Phalanxes	–
Expel the Cabal – Final Room throughout encounter	Psions upgraded to Major Psions	Stay on the move, but watch for psionic blast waves.

B Patrol Beacons are available only during the Patrol activity.

PE Public Events frequency: 25-35 minutes



Objective: Get to the Buried City

Location: The Hollows

Objective: Locate Cabal Signal

Continue around the right building and enter the door on the right. Fight your way through the Cabal as you move up to the second floor.

Objective: Tap Cabal Feed

A Major Centurion drops into the corner room with a Legionary. Take them out before proceeding with your objective. Deploy your Ghost to do his thing at the console.

Objective: Enter the Skyscraper

Jump out the window and enter the side door below, where a couple Cabal welcome you in. Follow the corridor down into the Dust Palace.

Objective: Ascend the Skyscraper

Location: Dust Palace

As you enter the Dust Palace, it becomes a Darkness Zone, with several Cabal enemies ahead who would like to keep you out. Once you clear the area, exit out the door on the far wall and follow the signs down to the atrium, where more Cabal patrol the area. Upon your arrival, the Vex immediately attack the Cabal. You can let them fight it out, or dive right in. Make your way up the stairs on the left to reach the next floor, and then continue to fight your way over to the far corner.

Objective: Find the Overwatch

More stairs take you up a couple more floors until you reach the Overwatch.

Objective: Track the Recon Team

Location: Overwatch

As you make your way across the Overwatch, fight from behind cover whenever possible. A Colossus waits for you just inside, along with Legionaries and Phalanxes. Stay on the move to avoid the rocket barrage as you take them all down.

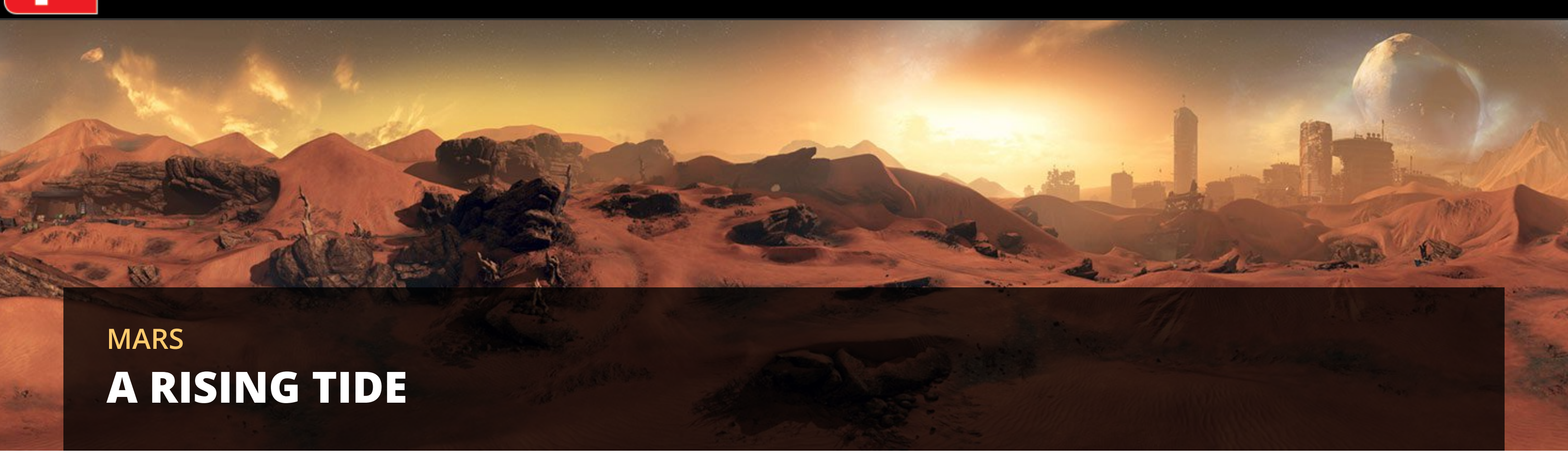
Objective: Expel the Cabal

As you clear out the Cabal, keep moving up the steps into the middle area and then on into the clean room. Use the abundance of cover as you kill the Psions, Phalanxes, and Legionaries inside. A Major Centurion enters from the middle room, so stay alert.

Objective: Secure the Ancient Machine

Once you defeat the Major Centurion, move over to the machine in the middle of the room and let your Ghost analyze it. Return the Warmind Cell to the Cryptarch.

CLOVIS BRAY
EXS



A RISING TIDE

Level 17 Story / The Barrens, Meridian Bay, Mars

Enemy Race: Vex

Suggested Damage Type: Void, Arc (Epic)

Rewards: XP Bonus

Mission Unlocked: -

Combatant Changes With Heroic Or Epic Mission Modifier

Objective	Combatant Changes	Tip
Navigate the Dark	+2 Harpies	—
Navigate the Dark – Move past center of room	-3 Goblins+2 Hobgoblins	—
Find the Vex Source - Cyclops	+2 Hobgoblins+3 Goblins	—
Destroy Warp Gates – For each gate until it is destroyed	Reinforcements emerge from gate every 6-12 seconds instead of 12-24 seconds.	On the higher difficulties, it is even more important to destroy the gates as soon as possible.

Objective: Reach the Scablands

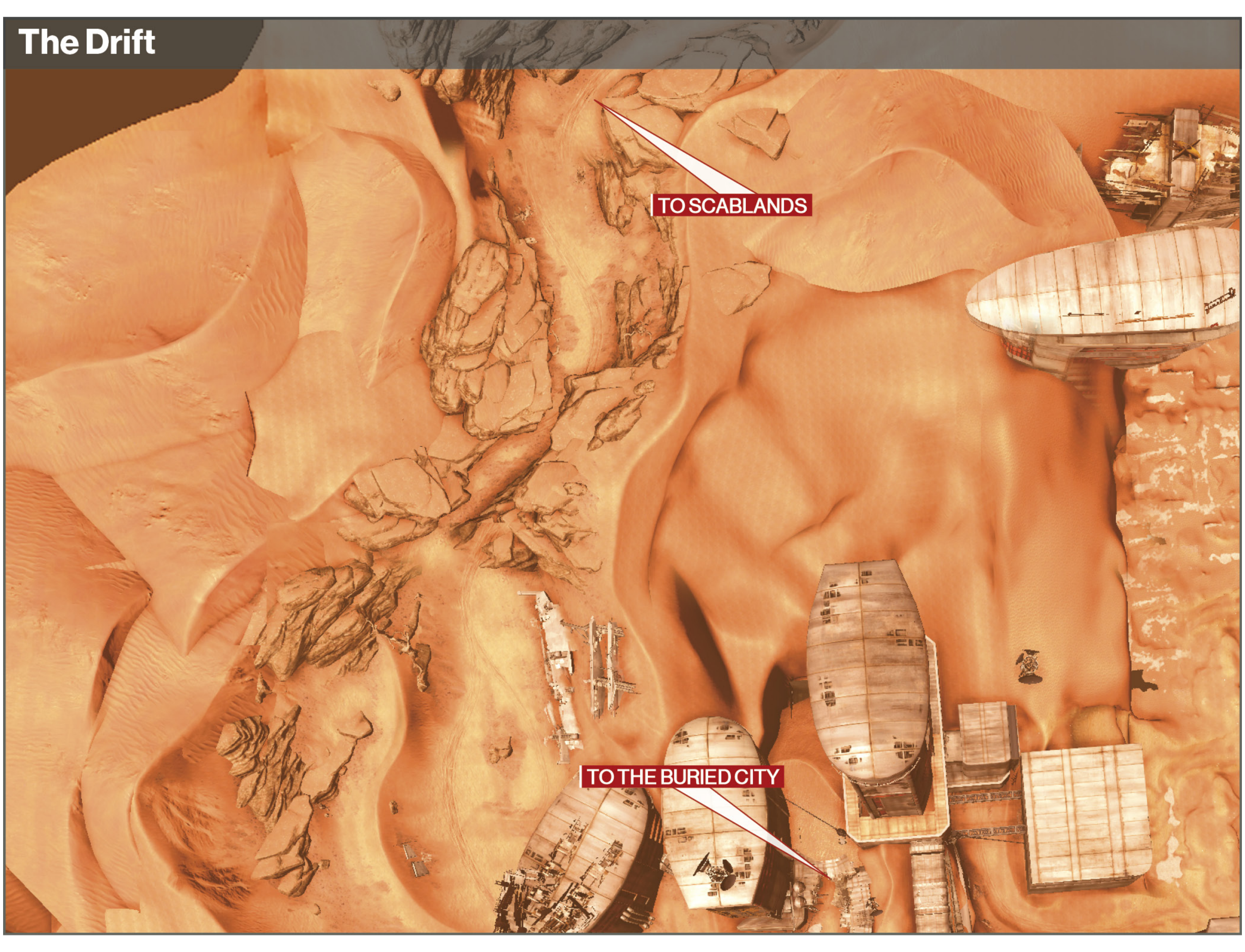
Location: The Barrens

Take your Sparrow over to Scablands.

Objective: Access Vex Conflux

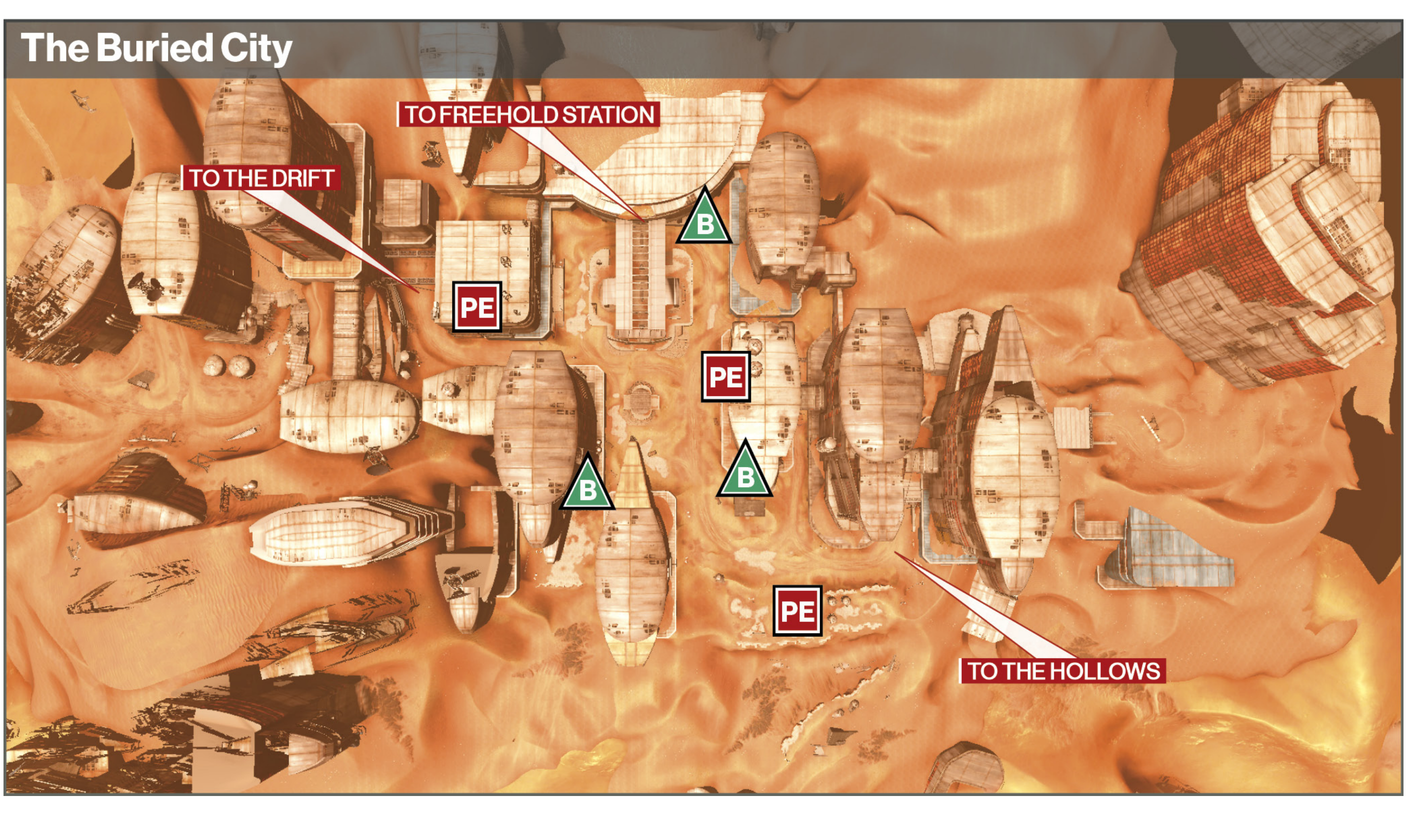
Location: Scablands

Drive past the Cabal to the conflux on the far side of the zone. As you arrive, a Minotaur and a couple Goblins spawn, so take care of them before deploying your Ghost to access the device.



B Patrol Beacons are available only during the Patrol activity.

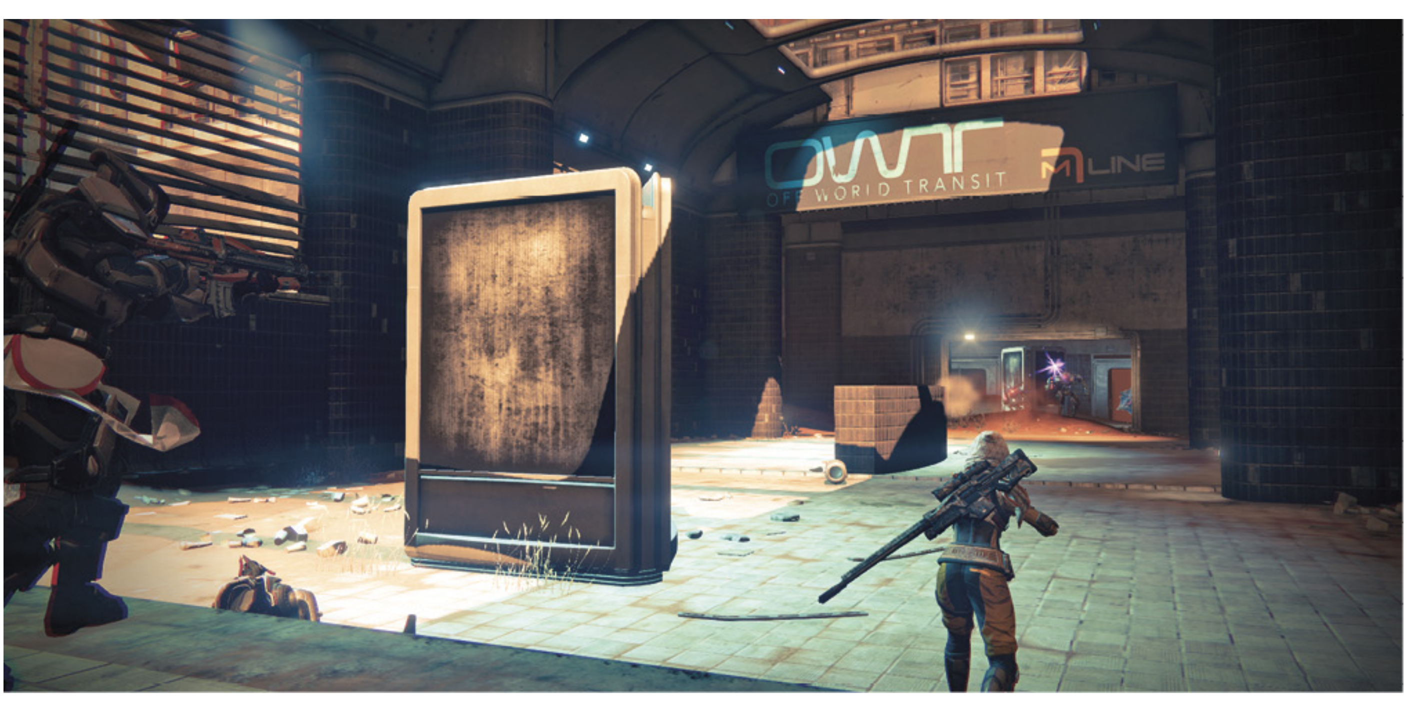
PE Public Events frequency: 25-35 minutes



Objective: Enter the Buried City

Location: The Buried City

Remount your Sparrow and drive it through the Drift into the Buried City. Take out the Major Harpy, Minotaur, and other Vex that guard the entry way, and proceed inside. Follow the corridor to the left, blasting your way through more Goblins. The entrance soon becomes extremely dark, with your Ghost illuminating only a small area. Pay close attention to the tracker, and watch for the red eyes of the Vex themselves.



Objective: Navigate the Dark

Location: Freehold Station

As you enter Freehold Station, the area is designated as a Darkness Zone. Just ahead, the bright light from spawning Vex show that you are heading in the correct direction. As you move farther into the lobby, mow down the Harpies and Goblins.

Objective: Find the Vex Source

A few overhead lights illuminate the next area, so visibility is much better. Destroy the Goblins up on the right before focusing your attention on the big Cyclops to the left. Take it out from a distance as more Goblins and Hobgoblins spawn around it. The corridor ahead leads to Tharsis Junction. You can see Harpies and Hobgoblins dropping onto the tracks ahead.

Objective: Destroy the Gates

Location: Tharsis Junction

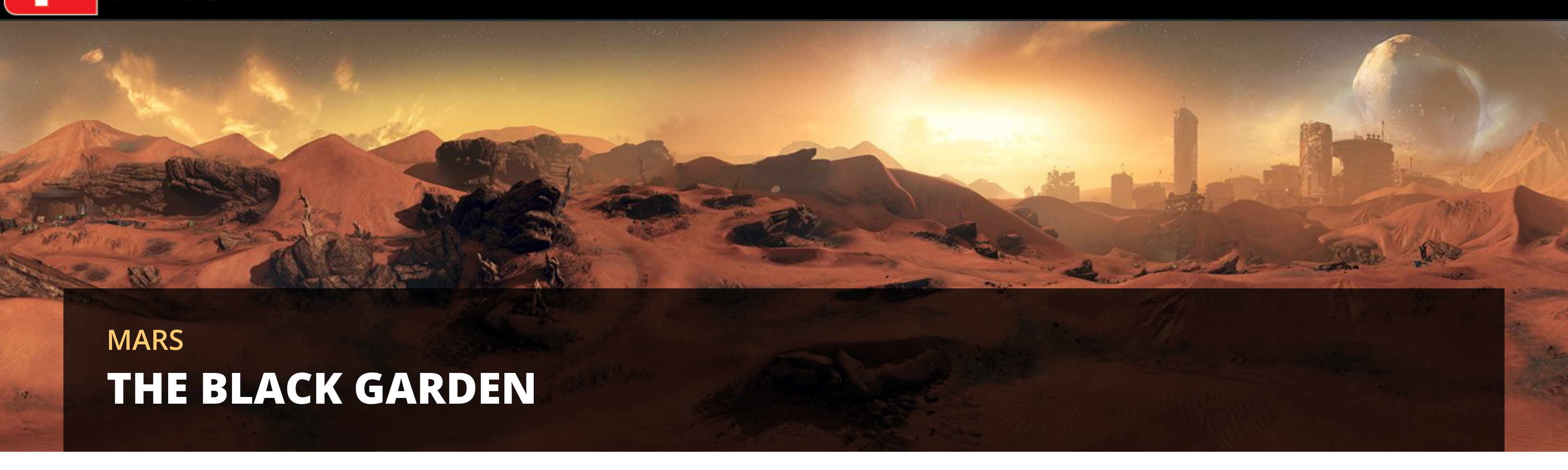
As you fight your way around the train cars, look for a Vex transfer gate in the far right corner. Destroy it as soon as possible before cleaning up the mess it created. It spawns Goblins every 12 to 24 seconds until it is eliminated, so speed is essential. Just inside the tunnel ahead, Hobgoblins and Harpies guard another gate. Take care of it from the doorway while avoiding the Vex gunfire.

The subway tunnel leads back to a platform that holds three more transfer gates. Hug the left wall until you can spot a portion of the right gate. Terminate it with a high-powered weapon, and then move forward until you can see a sliver of the next gate. The second gates lies just past a train car on the left, and the third is against the back wall on the other side of a Vex conflux.

As you finish off the final gate, Prohibitive Mind, a Major Minotaur, attempts to stop you, along with minor Goblins and Minotaurs. Avoid getting surrounded. Depending on how quickly you destroy the gates, a lot of Goblins may be present.

Objective: Investigate Vex Conflux

Once you eliminate all Vex in the area, allow your Ghost to investigate the conflux. With the mission complete, meet up with the Vanguard mentor at the Tower, and hand over the Vex Carapace.



THE BLACK GARDEN

Level 18 Story / The Barrens, Meridian Bay, Mars

Enemy Race: Vex

Suggested Damage Type: Void, Arc (Epic)

Rewards: XP Bonus, Mote of Light

Mission Unlocked: -

Combatant Changes With Heroic Or Epic Mission Modifier

Objective	Combatant Changes	Tip
Explore the Garden – Vex Cloud in first room	+1 Minotaur	–
Destroy the Vex – Major Hydra at 50% health	+2 Hobgoblins	–
Scan Vex Clusters	+1 Hydra (center)-1 Minotaur+1 Major Minotaur (right)-1 Minotaur+1 Major Minotaur (left)	–
Annihilate the Vex	+4 Goblins	–
Boss 1	+2 Harpies	–
Boss 2	+1 Hobgoblin	–
Boss 3	+1 Minotaur	–

Objective: Head to the Gate

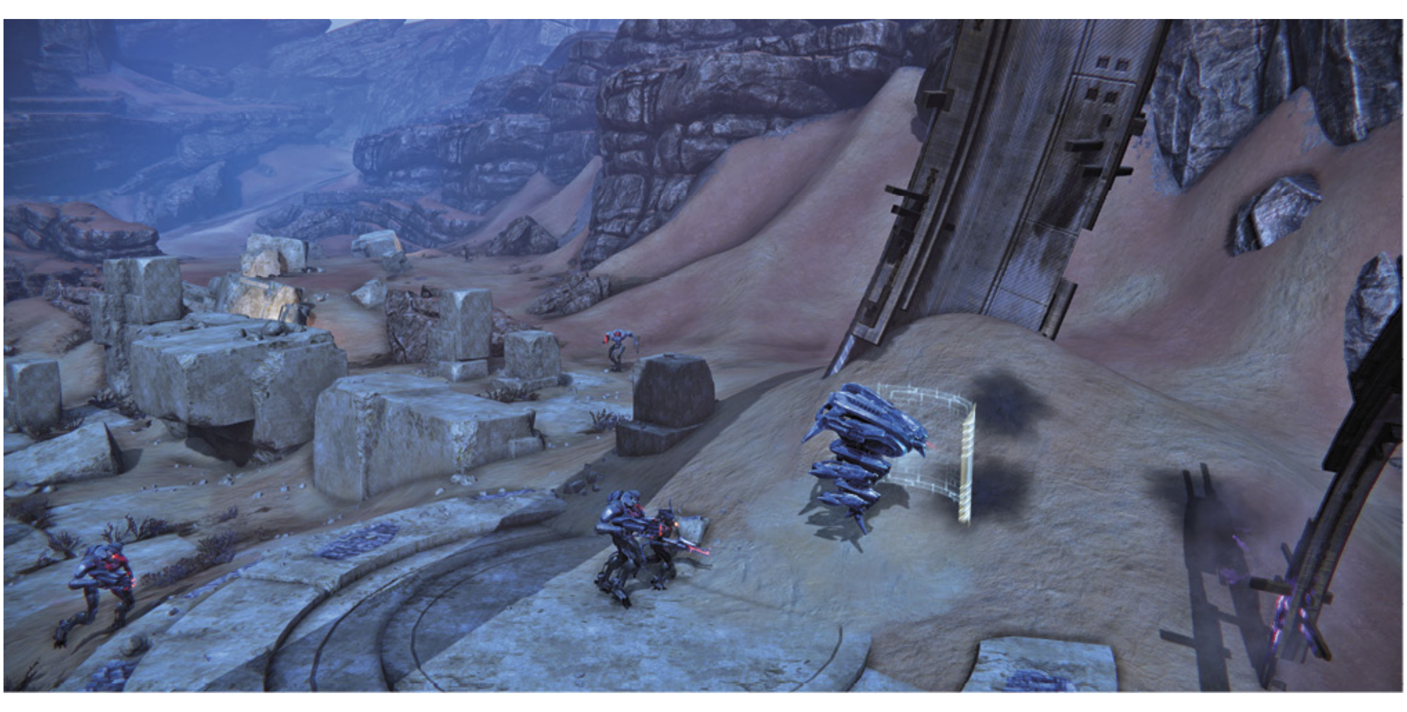
Location: The Barrens

Head to Valley of the Kings via Scablands and Giants' Pass.

Objective: Kill the Gate Defenders

Location: Valley of the Kings

Approach the gate on the left, where Minotaurs and Hobgoblins join a Hydra in an attempt to defend their gate. This takes place in the same public zone as the end of the Exclusion Zone mission. Therefore, this battle's difficulty can vary depending on which foes are around.



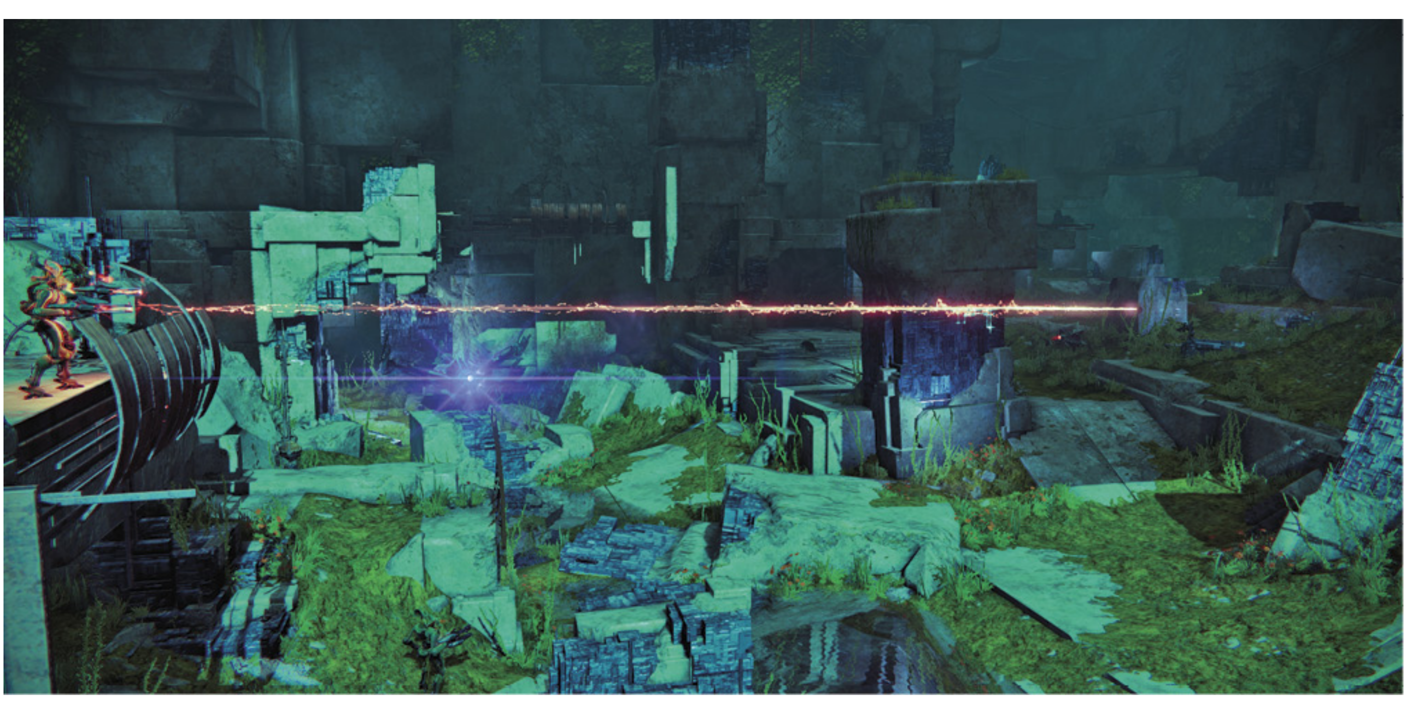
Objective: Enter the Gate

With the defenders out of the way, move toward the gate to be sent into a new area.

Objective: Explore the Garden

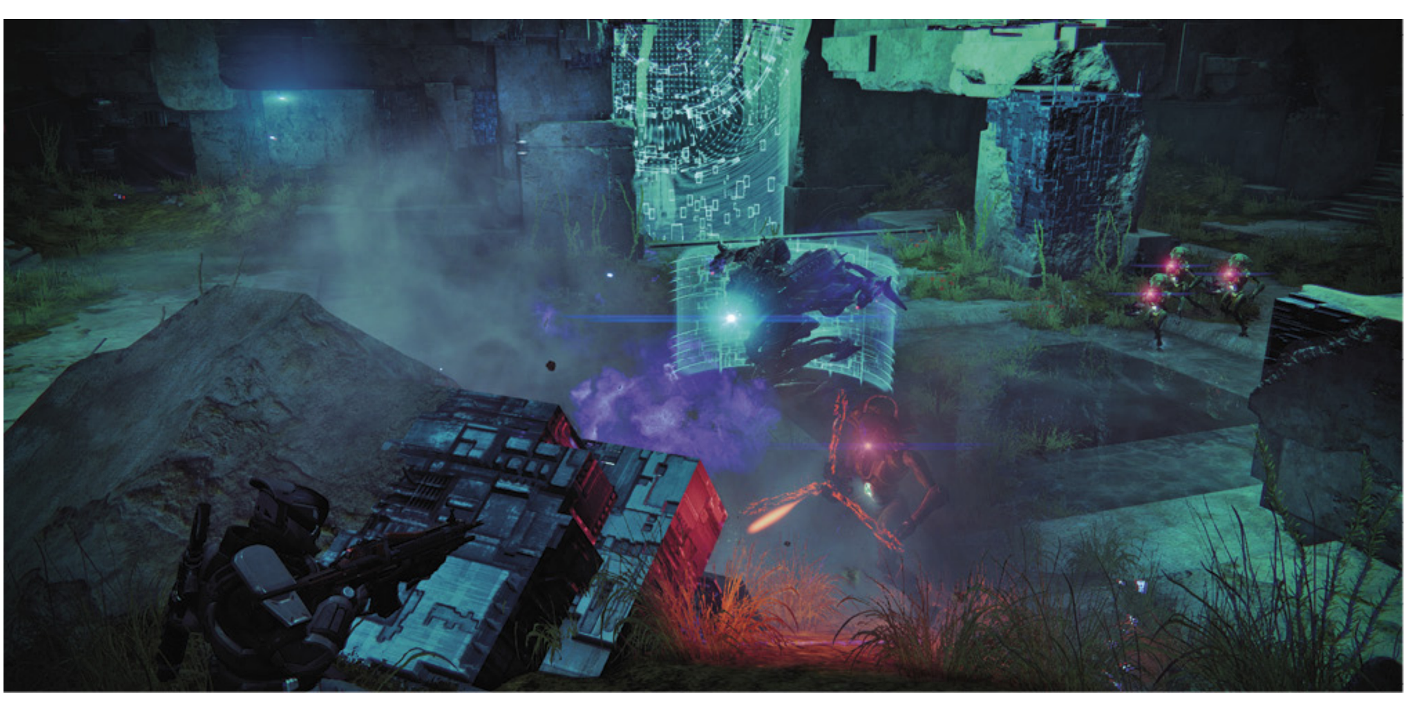
Location: Upper Garden

Follow the trail through the stationary Goblins until a group powers up and attacks. Take down the Vex, along with a Minotaur that waits around the corner. As you pass through the ruins, a variety of Vex spawns along the way. Use the blocks as cover and eliminate the machines. Once you can see the outdoor light, the area becomes a Darkness Zone. To the right, a Cyclops is supported by Harpies, Goblins, and Hobgoblins. Pick off the Vex along the sides before taking on the Cyclops.



Objective: Destroy the Vex

As you continue exploring the area, the Vex are relentless. In the next room, Divisive Mind, a Major Hydra, fires explosive projectiles at anything that doesn't belong. Use the ruins for protection as you eliminate the lesser enemies. Then, employ high-powered weaponry to take the floating machine down. Once you've destroyed it, be sure it detonates before proceeding through.



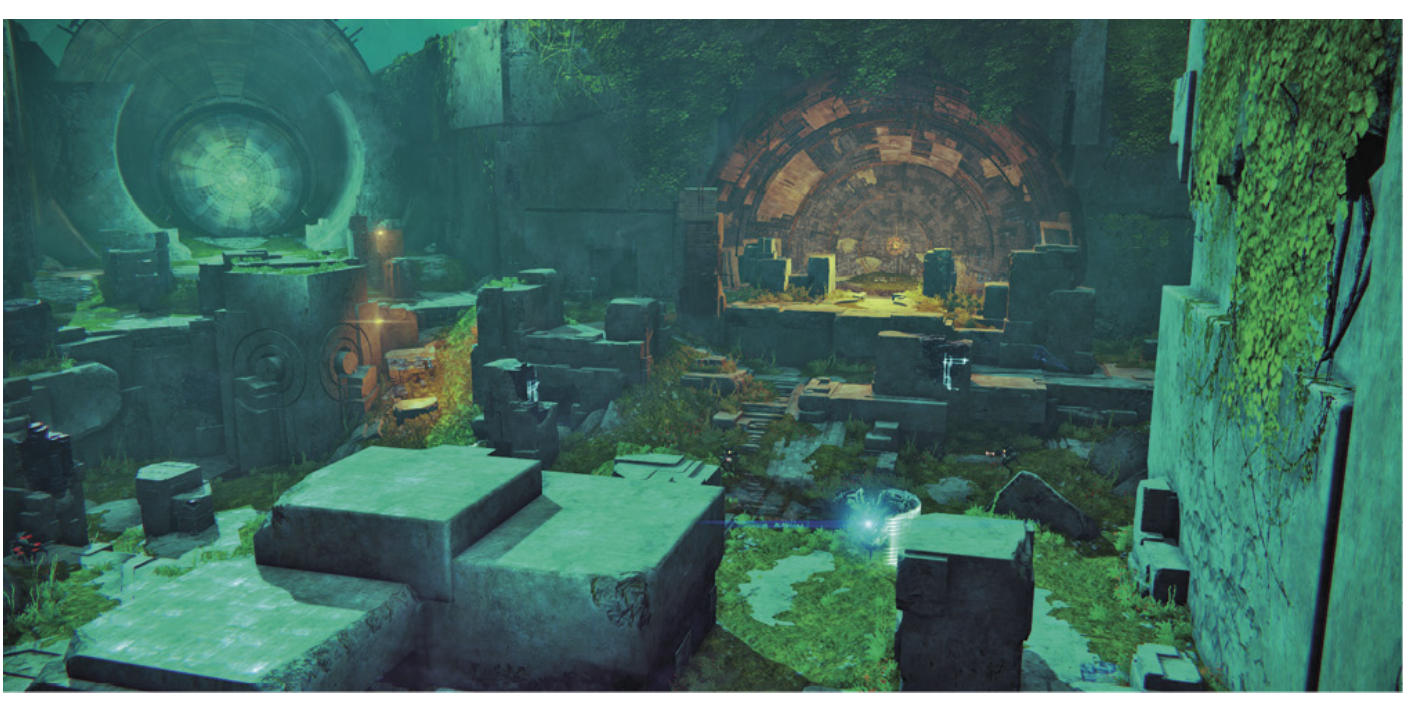
Objective: Find the Garden's Heart

Location: Lower Garden

Exit the Darkness Zone back to the outdoors, drop off the end of the platform, and follow the ruins down, while more Vex attack at each step. Continue along the trail, taking out more Goblins and Hobgoblins until you reach a big clearing that appears to dead end.

Objective: Scan Vex Clusters

Hop onto the rock that sits at the edge of the cliff. From there, you can see a dish to the left and another to the right. All kinds of Vex litter the area. Spend some time with your long-range weapon, picking off as many as you can. Harpies emerge from the left, while Goblins begin to attack from the right. A Hydra hangs out in the middle of the right side with more Vex bipeds around it. The two dishes are Vex clusters that must be scanned before you continue. Fight your way carefully to each one as more enemies show up. Once it's safe, deploy your Ghost so he can start scanning.



Objective: Activate the Conflux

Now run over to the conflux near the central gate, wipe out the most recent Vex arrivals, and have your Ghost activate the Vex device.

Objective: Cross the Threshold

Step into the final area, and prepare for a big fight.

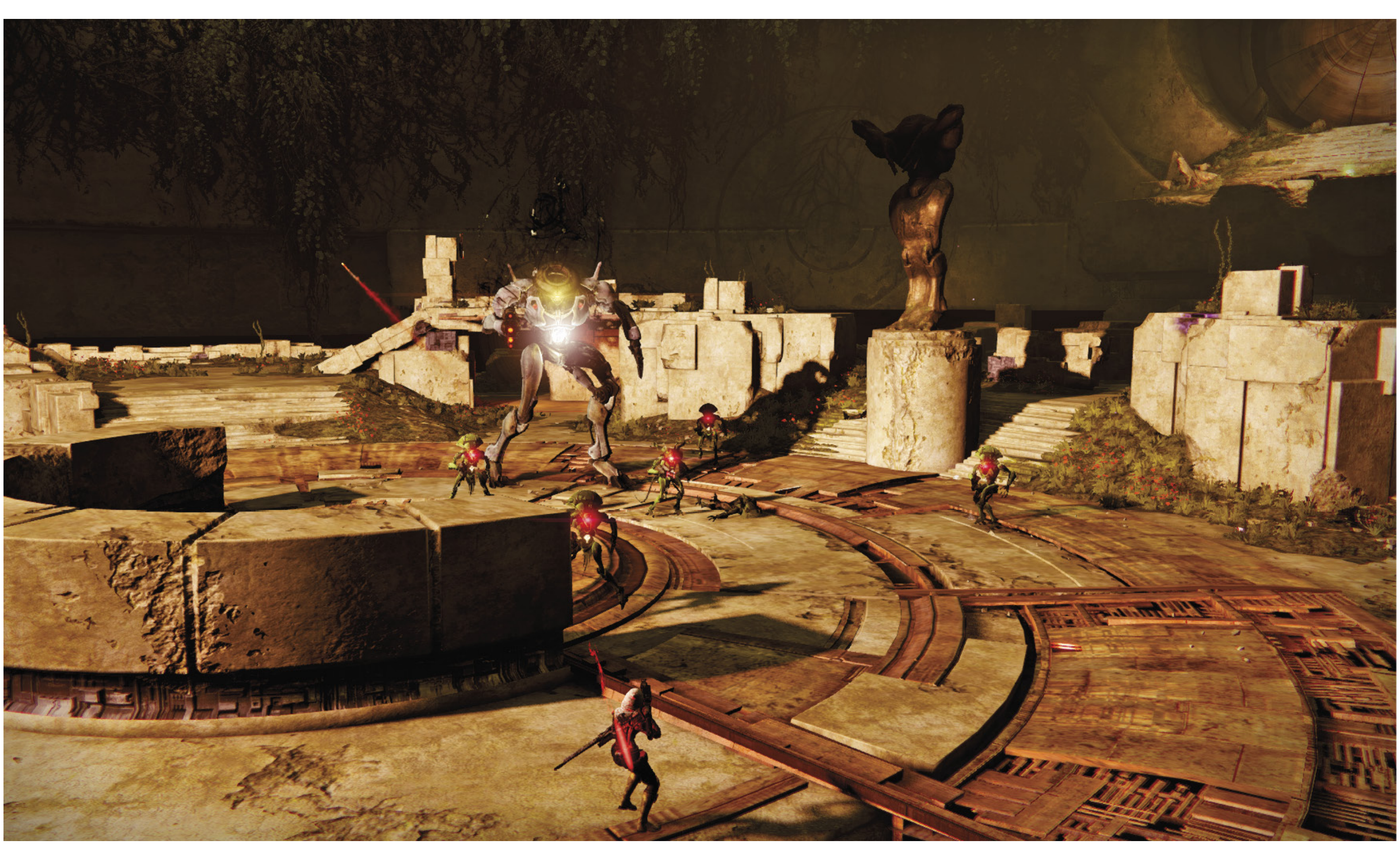
Objective: Annihilate the Vex

An army of Vex Goblins notices your presence. Work your way in and out of the ruins, mowing down every last one.

Objective: Kill the Sol Progeny

At this point, the first of three Ultra Minotaurs is activated. Use your big guns and super as you target the weak point in its abdomen. It steadily launches explosive projectiles at its target, while Harpies are dispersed into the arena. Focus your gunfire at the big Vex; after you defeat the Ultra Minotaur, its minions are also eliminated. After you relieve it of its vast amount of health, the second Ultra Minotaur comes to life. Goblins and Hobgoblins accompany this beast. Destroy it in the same manner as the first. With two out of the way, the third and final Ultra Minotaur steps into the ring. This time, Minotaurs and Goblins support the boss.

When you finish the final story mission, return the Dark Heart Fragments to The Speaker for a Mote of Light.



STRIKE: CERBERUS VAE III

Level 18 Strike / Rubicon Wastes, Meridian Bay, Mars

Enemy Race: Cabal

Suggested Damage Type: Solar, Void (Epic)

Rewards: XP Bonus, Armor Upgrade

Mission Unlocked: -

Combatant Changes With Heroic Or Epic Mission Modifier

Objective	Combatant Changes	Tip
Find Valus Ta'aurc – Iron Line	-2 Legionaries+2 Major Legionaries-1 Centurion+1 Major Centurion	–
Kill Ta'aurc's Guard – Interceptor Garage	-1 Colossus+1 Major Colossus	–
Kill Ta'aurc's Guard – Outer Support	-2 Centurions+2 Major Centurions	–
Kill Ta'aurc's Guard – Front of Tower	-1 Colossus+1 Major Colossus	–
Kill Ta'aurc's Guard – Dropship Support	-3 Legionaries+2 Major Legionaries+1 Major Centurion	–
Destroy the Goliath	-1 Centurion+1 Major Centurion	–
Kill Valus Ta'aurc	-1 Centurion+1 Major Centurion-2 Legionaries-1 Phalanx+2 Major Legionaries+1 Major Phalanx	–
Kill Valus Ta'aurc – Reinforcements	-3 Psions+3 Major Psions-3 Phalanxes+3 Major Phalanxes-3 Psions+3 Major Psions	The Major enemies take time and resources away from fighting the boss. Bring plenty of ammunition.
Kill Valus Ta'aurc – Anti Camp	-3 Phalanxes+3 Major Phalanxes	Avoid spending too much time in the entryway, as three Phalanxes will appear behind you.

Objective: Access the Defense Net

Location: Rubicon Wastes

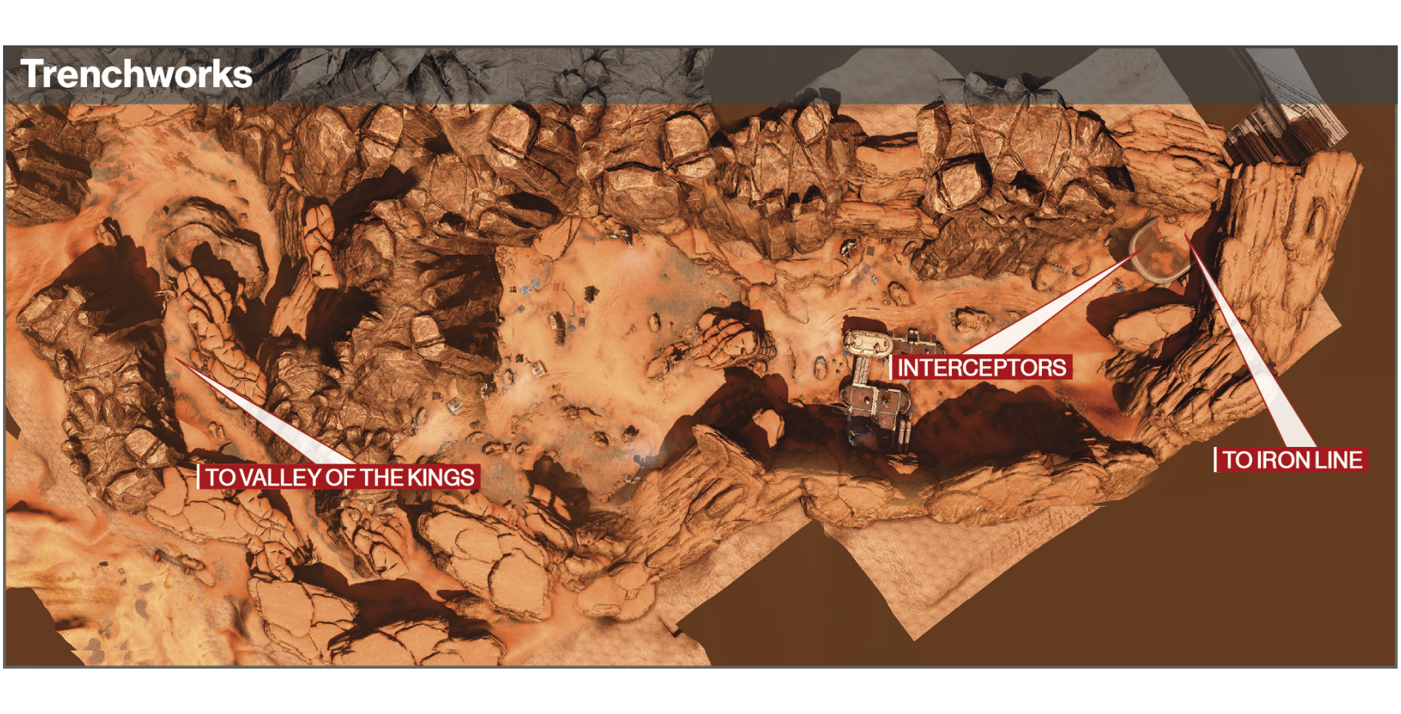
Fight your way into the Interceptor garage ahead, step up to the computer, and deploy your Ghost to access the network.

Objective: Find Valus Ta'aurc

Location: Iron Line

Jump into an Interceptor, and fight your way into Iron Line through the opening next door. You can take the vehicle inside, but remember that if it blows up, you go down with it. Also, keep track of which cannon fires next to avoid mistakenly hurting yourself. Note that it can get crowded if all three players use the Interceptor.

Every type of Cabal enemy participates in this skirmish, with the usual culprits giving you the most trouble. Watch out for the Colossus' deadly rocket barrage and the Psion's psionic blast wave. A Solar Shield protects the Centurion. Use the cover around the ramps to take care of the nearby foes, and then stand on the left walkway and fire down on the remaining enemies below. Exit through the door below. If you have managed to hold on to your Interceptor, you must abandon it now.



Objective: Kill Ta'aurc's Guard

Location: Trenchworks

Follow the corridor down to Trenchworks, which is designated as a Darkness Zone. One of Ta'aurc's guards is just ahead, but several of his minions stand in the way. Quickly take down the Colossus and Psions before hopping into one of the three Interceptors. It is best to keep the vehicle at the bottom of the hill, and these foes do not respawn, so fight cautiously or leave it behind for now. You can always run back and get it later.

Obliterate the Cabal along the sides of the ravine and then the enemies that occupy the area around the guard tower. These foes include Ta'aurc's guard Val Bou'urc, a Major Phalanx who hides out at the top of the tower. Take him down with a barrage of cannon fire from the Interceptors. Alternatively, take cover on the lower platform as you fire from the side. It is possible to knock the guy out of the back of the structure. In that case, you must pursue him around back and finish him off.

With one guard killed, a Cabal dropship brings in more enemies, along with the other two guards, Val Zu'uarc and Val Ma'aurg. Back out of the area so that you aren't immediately surrounded, and eliminate them all. The two guards more than likely end up in the tower just like the first.

Objective: Destroy the Goliath

With the three guards dispatched, look down the hill, where more Cabal have been dropped off in the clearing below. This includes the Goliath Tank, a huge armored vehicle with an impressive arsenal of weapons.

GOLIATH TANK

Weak Spot: Hover Engines

Attacks: Main Cannon, MG Turret, Side Missile Batteries, Flak Turrets, Charge and Mine Missiles, Front Turret, Hover Engine Flame Out

ATTACKS

Main Cannon:

Fires a fast-moving, arching shot, with 5-10 second delay between volleys. This turret moves independently from the tank. Listen for the cannon to spin up, giving you time to move clear of the big blast.

MG Turret:

If the main cannon is not engaged, a small turret on its side spins up and fires at opponents within a close range. You can destroy this weapon.

Side Missile Batteries:

When opponents are in close to medium range, these open and close on a five-second interval, firing three tracking missiles. You can destroy the batteries and also shoot the missiles out of the air.

Flak Turrets:

Mounted on the front sides of the tank, these guns fire at opponents who are in close and in the air. You can also take these out.

Charge and Mine Missiles:

The tank charges a Guardian in front of it and releases canisters out the back. These detonate in the air, causing six mine missiles to stick into the ground and explode over time or trigger when an opponent gets close. Watch out for its charge, as it can destroy an Interceptor. You can shoot and eliminate the mines.

Front Turret:

Dual cannons mounted on the front fire at opponents within close to medium range. This weapon is relatively harmless compared to the rest of its arsenal. You can destroy these guns.

Hover Engine Flame Out:

If a Guardian gets too close, the tank revs up, producing a large flame from all four engines that damages anyone nearby.

Strategy

Spend some time picking off the lesser Cabal before driving your Interceptor down the hill. The fight takes place in a huge clearing, with plenty of space to maneuver your vehicle. Avoid sliding in front of a team member. Be aware that the Goliath Tank's main cannons deal four times as much damage to an Interceptor as a Guardian. Abandon ship if your ride is set on fire, or you will die if it blows up.

Focus your cannon fire at the tank's engines. Destroy all four to finish it off, or dispatch a combination of turrets and engines (for example, taking out three engines and two turrets also works). If you are no longer operating an Interceptor, dodge behind cover as you use heavy weaponry and supers on the boss.

The tank has a huge arsenal of weapons, and they all have their own tell. Listen and watch the tank's movements so that you can be ready to dodge incoming fire. When fighting from long range, listen for the main cannon to fire up, and quickly change position to avoid the explosive projectile.

If you must go in close, do not jump, or the tank will shoot you out of the air with its flak turrets. You can avoid gunfire from its front and MG turrets by getting behind cover. Quickly back away if you see it raise up and flare its engines.

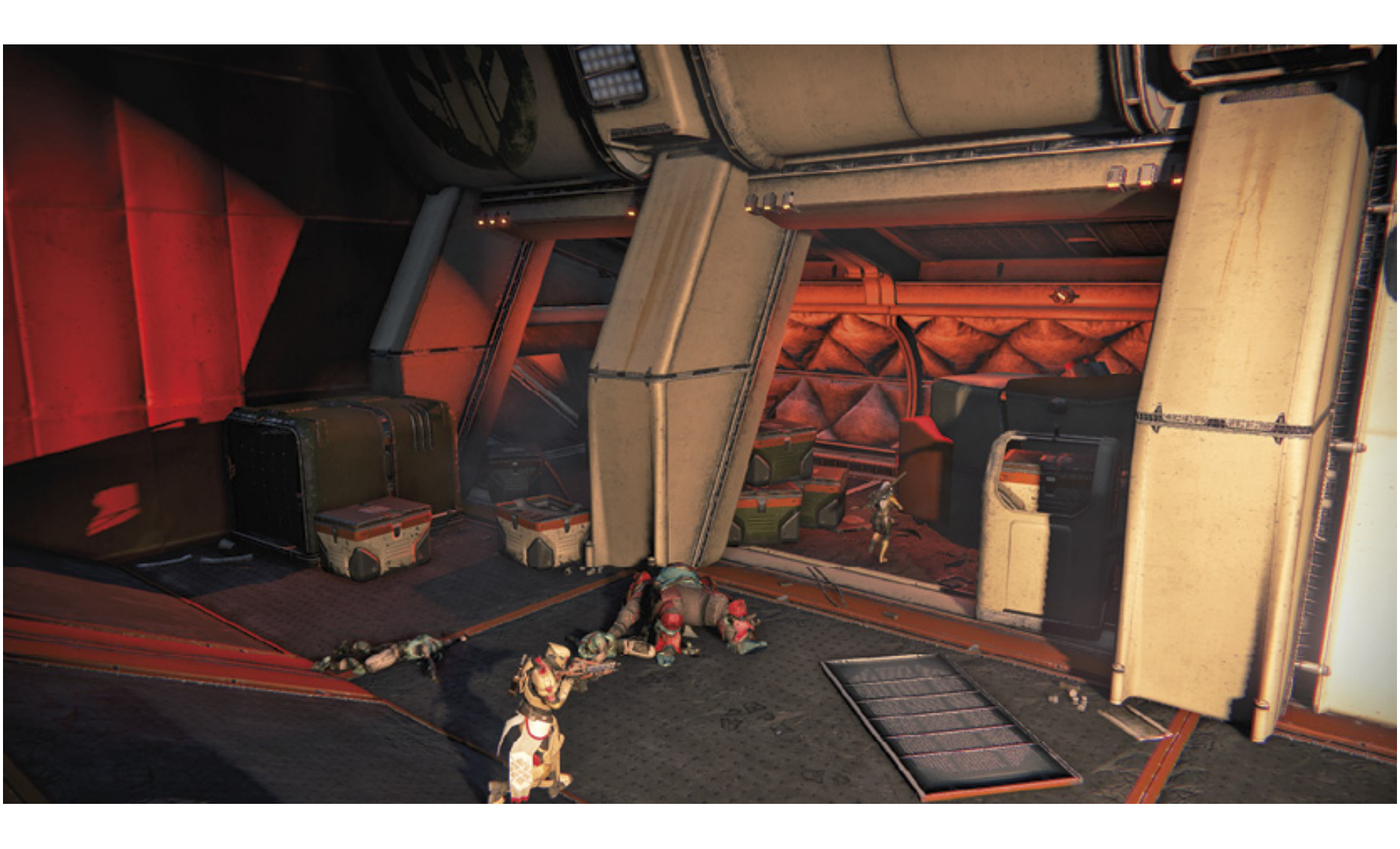
Objective: Get to the Land Tank

Location: Valley of the Kings

After destroying the tank, ride your Sparrow over to Valley of the Kings, and fight your way into the huge land tank.

Objective: Kill Valus Ta'aurc

Location: Cerberus VAE III



Inside the first room, Legionaries, Phalanxes, Psions, and a Centurion put up little resistance to your firepower. Abandon your Interceptor if you still have it, and enter the small corridor in the far corner. This leads into the back room of the land tank and the final showdown for the Strike.

VALUS TA'AURC

Weak Spots: Head

Attacks: Heavy Slug Thrower, Rocket Barrage, Ground Slam

ATTACKS

Heavy Slug Thrower:

This heavy suppressive weapon has a high rate of fire and devastating consequences. It doesn't have the greatest accuracy, but you still do not want to stick around when Valus Ta'aurc fires it.

Rocket Barrage:

Valus Ta'aurc raises his gun in the air and releases five rockets toward his target. These are tracking, explosive projectiles. If you see them coming, hightail it out of the area.

Ground Slam: Get too close to the boss, and he slams the ground, knocking you back and causing serious damage.

Strategy

Valus Ta'aurc, an Ultra Colossus, emerges from the far door in grand style. Wait for him to stop showing off, and then hit him with everything you got. Use high-powered weapons and supers on the boss whenever available. Hit him in the head with gunfire to inflict critical damage.

Throughout the fight, reinforcements enter from the sides, so always be aware of your surroundings. Legionaries, Psions, and Phalanxes join in as small groups on the ground floor or on the platforms above. Though you should focus most attacks at the boss, deal with the minions whenever you can, or you risk being overwhelmed.

It is good to split the team so that you cover both sides. This lessens the likelihood of all three players going down at once, and it divides Valus Ta'aurc's attention between the left and right. For the most part, the Ultra Colossus walks the length of the main floor, but he can move up the right ramp onto the upper platform.

There are locations where you are less likely to get hit, but if he launches the rocket barrage your way, you had better change position. Continue chipping away at his health until he finally dies.

MARS

STRIKE: DUST PALACE

STRIKE: DUST PALACE

Level 18 Strike / The Hollows, Meridian Bay, Mars

Enemy Races: Cabal, Vex

Suggested Damage Type: Solar, Void, Arc

Rewards: XP Bonus, Armor Upgrade

Mission Unlocked: -

Combatant Changes With Heroic Or Epic Mission Modifier

Objective	Combatant Changes	Tip
Forge Ahead - Lower Atrium	-1 Gladiator+1 Major Gladiator	Inside the skyscraper, there are a few skirmishes that involve Major Vex and Cabal. Use cover wisely, and work your way through an area. Do not commit too deeply into a battle. If they want to take each other out, let them do so before moving in.
Forge Ahead - Upper Atrium	-3 Goblins-1 Hobgoblin+3 Major Goblins+1 Major Hobgoblin	
Hold It Down	-1 Centurion+1 Major Centurion	
Hold It Down	-3 Goblins-1 Hobgoblin+3 Major Goblins+1 Major Hobgoblin	
Head to Overwatch	-3 Goblins+2 Major Goblins+1 Minotaur	–
Head to Overwatch	-1 Centurion+1 Colossus	–
Expel the Cabal	-3 Phalanxes-1 Colossus+3 Major Phalanxes+1 Major Centurion	Team up on the Major Phalanxes, as they are easier to deal with when you can flank from the side.
Expel the Cabal	-2 Harpies+2 Major Harpies	The Major Harpies gain Arc shields on Epic, so use the appropriate weapon to deal with them quickly.
Objective	Combatant Changes	Tip
Fight to The Cortex	-2 Centurions-1 Phalanx+2 Major Centurions+1 Major Phalanx	–
Defeat the Flayers	-3 Legionaries+3 Major Centurions	Your main target should be the three Psion Flayers, but with the sheer number of reinforcements, you must also deal with the minions. Use the entire courtyard, and stay alert to what is around you.
Defeat the Flayers - Reinforcements	-1 Centurion-1 Phalanx+1 Major Centurion+1 Major Phalanx	
Defeat the Flayers – Reinforcements	-1 Colossus+1 Major Colossus	
Defeat the Flayers – Reinforcements	-1 Colossus+1 Major Colossus	
Defeat the Flayers – Rear Spawn	-3 Legionaries+3 Major Legionaries	–

PlayStation Exclusive

The Dust Palace Strike is a PlayStation Exclusive, available on the PS3 and PS4 versions only until Fall 2015. The Strike will be available to everyone after that.

Objective: Enter the Dust Palace

Location: The Hollows

Fight your way into the dome building ahead, turn left at the back room, and drop into the elevator shaft in the far corner. Descend the stairs down a couple flights to reach Dust Palace. As noted on screen, this is a Darkness Zone. Follow the corridor and enter the open doorway on the right.

Objective: Breach the Door

Location: Dust Palace

Approach the door ahead, and deploy your Ghost at the console to get it open. Turn around as Cabal emerge from the left and right.

Objective: Fight off the Cabal

Watch out for the Major Psion Operant on the right, who is really tough for his demeanor. Clear out the threat as the gate opens.

Objective: Forge Ahead

Move through the doorway into the lower floor of the atrium. At the stairs ahead, a Colossus overlooks a skirmish between the Cabal and Vex on the upper floor. Take him out before proceeding up the steps to dispose of the two sides. Have your Ghost work on the panel next to the far door to continue up the skyscraper.

Objective: Hold It Down

As you wait, more Cabal and Vex enter from all sides of the atrium. Work your way around the room carefully and wipe them out. At this point, you are notified that your Ghost is almost there as Psions and a Psion Operant enter from the far side. Watch out for their deadly wave attack.

Objective: Head to Overwatch

With the door finally open, head up to the Overwatch, where the Vex continue attacking the Cabal. Fight your way through the machines, and then defeat the Centurion and Legionaries as you move into the second room. With the room cleared out, deploy your Ghost at the right door.

Objective: Expel the Cabal

Once again, defend the gate as more Cabal attack your location. In the next room, Vex also enter the Overwatch. A Minotaur and Colossus, along with Phalanxes and Harpies, can make for an overwhelming fight if you get stuck in the middle. The Psion Operant that enters from the side adds to the battle's difficulty. Work your way from one end to the other to avoid becoming surrounded.

Objective: Fight to the Cortex

Location: The Cortex

After you've taken care of both sides, the gate opens. Follow the corridor out to a Darkness Zone, located in the Cortex. Cabal descend toward you on the left as more are dropped in on the right. Use the short walls as cover as you take them on. Watch out for the Centurion duo. This courtyard is a large, open area, so jump and run away if your health runs low.

Objective: Access Cortex Controls

With the Cabal out of the way, climb the left steps and access the Cortex controls in the small shelter.

Objective: Defeat the Flayers

This brings in three Psion Flayers into the courtyard, along with Legionaries in the back. Combining these three Major Psions with numerous Cabal makes for an incredibly tough boss fight.

PSION FLAYERS

Weak Spots: Head

Attacks: Slug Rifle, Psionic Blast Wave

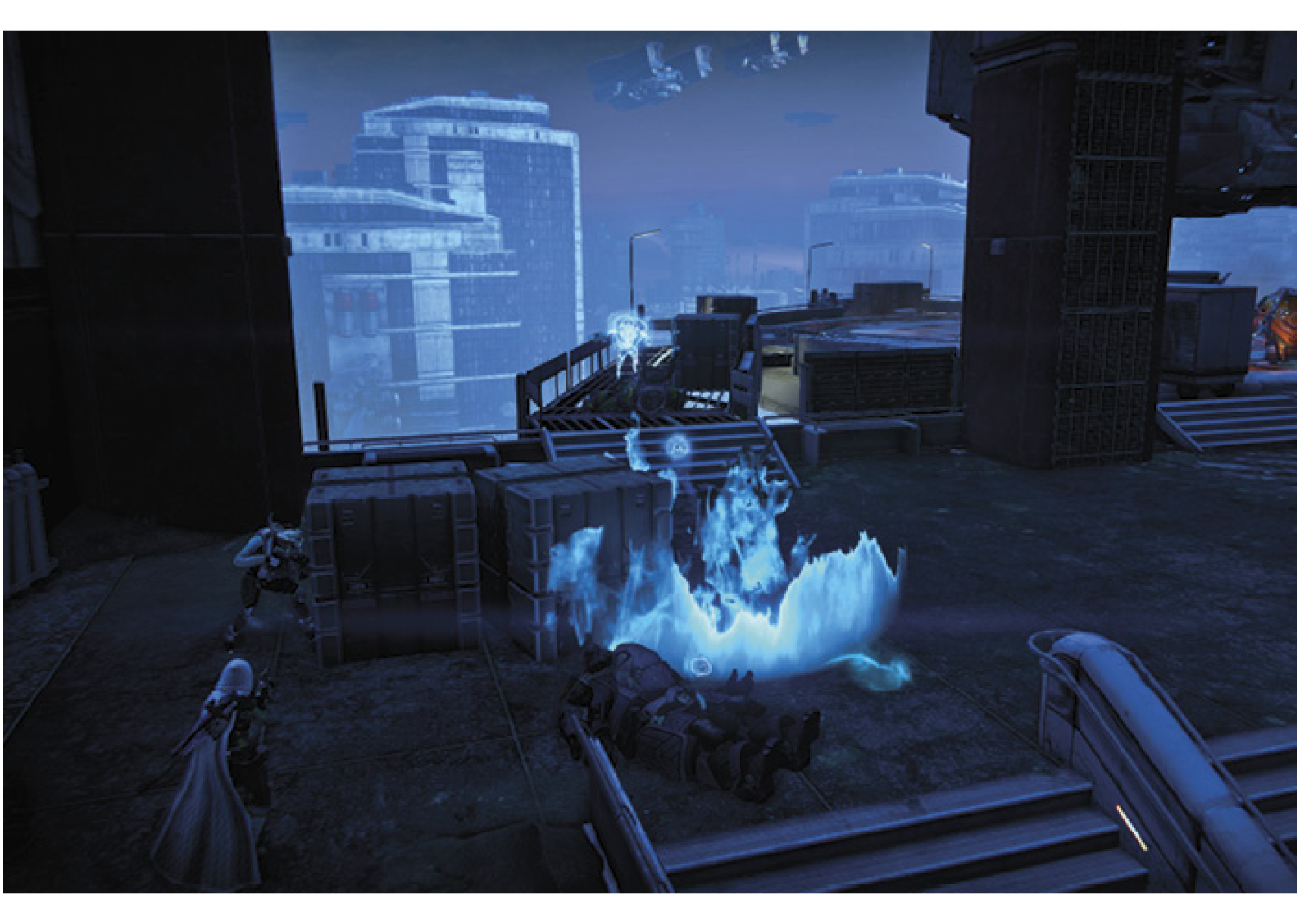
ATTACKS

Slug Rifle:

The rifle is their first means of attack and is much less of a threat than their psionic wave. But with their quick movement and intelligent use of cover, a Psion Flayer can tear through your health, leaving you open for a kill shot.

Psionic Blast Wave:

Watch for the Psions to lift off the ground with arms out to the side, signifying that a psionic blast wave is incoming. The wave is fired along the ground toward its target. It is possible to jump over it, but by watching for this tell, you can easily move far enough away to avoid taking damage. This wave harms anyone along the way, so avoid mistakenly moving into its path.



Strategy

The courtyard is a vast open arena, allowing for some long lines of sight. This is great for dealing with the slower Cabal foes, but the Psions are quick and crafty, making them extremely difficult to track. Shotguns, sniper rifles, and other slow weapons are difficult to use against them. Instead, equip automatic weapons like auto rifles and machineguns.

The Psion Flayers are all equipped with shields, one of each damage type. Numoc's shield is Void, Kolar has Arc, and Vatch is protected by Solar. It is very helpful to come prepared for this. Ensure that your Fireteam has all three covered in their arsenal. Better yet, equipping guns with two damage types makes for an easier fight.

Like all Psions, the bosses fight mostly from behind cover, popping out to shoot at their opponents before ducking out of sight. It is possible to flush them out with an explosive and then hit them with your gunfire. You can also team up against them to force them out.

The best overall strategy here is to focus the entire team on one Flayer at a time. Otherwise, you are probably just taking down their shields, letting them regenerate when you must move or reload. With one Flayer down, spend some time eliminating the additional enemies before going after the next boss.

Cabal, including normal Psions, consistently join the skirmish, emerging from dropships and through the openings around the sides. It's ideal to keep pursuing a Flayer once you engage it, but you don't want the lesser enemies to overwhelm and surround you. This is where a long-range weapon can come in handy. Spend some time at the back of the area, picking off some of the Cabal. Be careful; the enemies will pursue you wherever you are.

This can become a really tough, long fight if you come unprepared. Eliminate the three Psion Flayers

PATROL: PATROL THE BURIED CITY

Level 17 Patrol / Meridian Bay, Mars

Rewards: Relic Iron, Vanguard Reputation

Patrol Missions

Access one of the many Beacons around Venus to acquire one of the following missions.

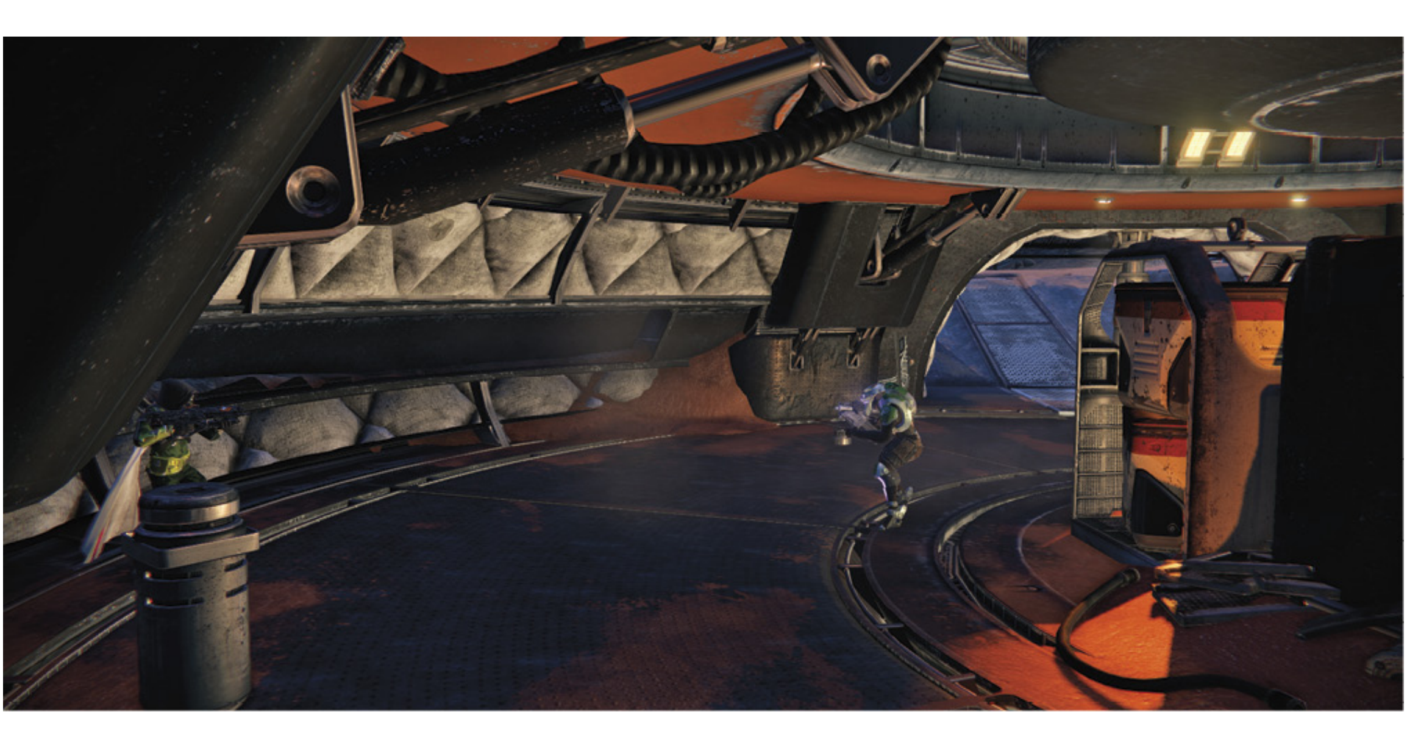
Mission Name	Description	Objective Location	Objective
Don't Stop Until They Drop	Kill enemies anywhere on Mars.	Location w/Enemies	Kill Enemies
That Has To Hurt	Kill enemies anywhere on Mars.	Location w/Enemies	Kill Enemies
Recovery	Hunt down Cabal outfitted with Thread-Metal Strands.	Location w/Cabal	Collect Thread-Metal Strands
Screwed	Track down the Cabal and rip off their Slug Screws.	Location w/Cabal	Collect Slug Screws
Just Like That?	Search for Cabal Legionaries and hit them for their Enamel Caps.	Location w/Cabal Legionaries	Collect Enamel Caps
On Point	Rip the Hard Point Glass from the hands of any Cabal Phalanxes or Legionaries you encounter.	Location w/Cabal Phalanxes and Legionaries	Collect Hard Point Glass
Harness The Power	Track down Cabal Phalanxes and strip them of their Force.	Location w/Cabal Phalanxes	Collect Force Harnesses
Multiple Hosts?	Kill the Cabal's mysterious Psions. Remove their Symbiotes for processing and analysis.	Cabal Psions	Collect Symbiotes
Roto to Ruin	Collect Roto Joints from any Vex.	Location w/Vex	Collect Roto Joints
Crystal Clear	Hunt down Vex units and recover their Focusing Lenses.	Location w/Vex	Collect Focusing Lenses
Slap Down	Locate Goblins in the area and secure these Vex weapon components.	Location w/Vex Goblins	Collect Slap Channels
Torch Them	Kill any Vex Minotaurs in your sights and recover their Torchlight Bindings.	Location w/Vex Minotaurs	Claim Torchlight Bindings
Whip It Up	Recover Sensor Whips from any Vex Harpies or Hobgoblins in your path.	Location w/Vex Harpies and Hobgoblins	Collect Sensor Whips
I Don't Get It	The Cryptarchs seek to learn more about the Cabal's research into the Black Garden Gate.	Barrens	Record Legion Marking
Buried Past	The Cryptarch needs to know more about the Gate to the Black Garden. A material analysis will aid his research.	Valley of the Kings	Scan Structure
Self-Service	Dead Orbit is interested in data from the OWT Center on Mars to assist their research.	Buried City	Transmit Data
Do You Copy?	Dead Orbit has requested an analysis of Cabal long-distance flight communications.	Rubicon Wastes	Scan Relay
Know Thy Foe	The Future War Cult needs an analysis from inside the Cabal fort to aid in research of the enemy.	Valley of the Kings	Attain Scan
I'm a Computer!	The Future War Cult wants as much intel on the enemy as you can manage to gather.	Rubicon Wastes	Gather Intel
Ears In The Sky	New Monarchy requests any salvageable data collected by Clovis Bray in the Golden Age.	The Hollows	Re-establish Uplink
Still Standing	New Monarchy want an analysis of material construction of the centuries-old structures in the Hollows.	The Hollows	Analyze Structure
Connection Terminated	Eva Levante needs you to help re-establish a remote connection to the systems used by OWT.	Buried City	Re-establish Connection
A Series Of Tubes	Eva Levante needs to cull information from the Cabal Defense Net.	Scablands	Establish Connection
Where's The On Button?	Amanda Holliday needs Golden Age telemetry that may still be stored in Freehold's transit center.	Buried City	Transfer Data
ELINT Work	The Shipwright wants an analysis of the Cabal secure array.	Scablands	Analyze Comms Array
Caballistic	Banshee-44 wants an analysis of Cabal munitions to aid his own research.	Barrens	Analyze Munitions
Formula Roke	The Gunsmith wants analysis of propellants developed by Clovis Bray.	The Hollows	Send Analysis
Nice Knowing Ya...	Take down a Cabal Centurion laying Freehold to ruin.	Dust Palace	Kill Cabal Target
So Much Hurt	The leader of the Cabal forces has set up a stalwart defense in the area. A Guardian should be able to handle him.	Gatehouse	Kill Cabal Target
You're Already Dead	Eliminating the Centurion leading the Cabal here would greatly assist in reclaiming the area.	Firebase Rubicon	Kill Cabal Target
In The Hat	Hunt down the leader of a Cabal recon crew.	Giants' Pass	Kill Cabal Target
Traveler's Most Wanted	A Cabal Legionary has been leading attacks against Guardians and must be killed.	Firebase Rubicon	Eliminate Target
Sweet Vengeance	A Cabal Phalanx leads a team stripping vital resources from the areas surrounding Freehold. Take it down.	Dust Palace	Stop Enemy
Kill on Sight	A Cabal Target is holding a critical checkpoint. Take him down so the City can advance its position.	Giants' Pass	Eliminate Target
Lay it Down	Guardians report a major Vex target in this area. Eliminate the Vex Minotaur.	Freehold Station	Kill Vex Target
Not to Harp On You...	Take down a Vex Harpy in the ruins of Freehold.	Freehold Station	Take Down Target
Tower under Sand	Search the Dust Palace complex for Vex or Cabal activities.	Dust Palace	Explore Dust Palace
Field Report	Provide an assessment of the enemy battlefield.	Giants' Pass	Scout Battlefield
Strength of our Enemies	Scout the Iron Line to form a better estimate of the Blind Legion's strength.	Gatehouse	Scout Iron Line
All that Remains	Survey the extent of the damage the Fallen have inflicted on an ancient communication outpost.	Freehold Station	Survey Area
Blind Leading the Blind	Scout Firebase Rubicon for intelligence on the Blind Legion's operations.	Firebase Rubicon	Scout Rubicon
Belly of the Beast	Despite its size, the Tower has little solid intel on the Goliath and wants more.	Valley of the Kings	Scout Goliath Entrance

Public Events

Check out the maps at the start of the Mars chapter to find where the events occur and how often.

Eliminate the Target

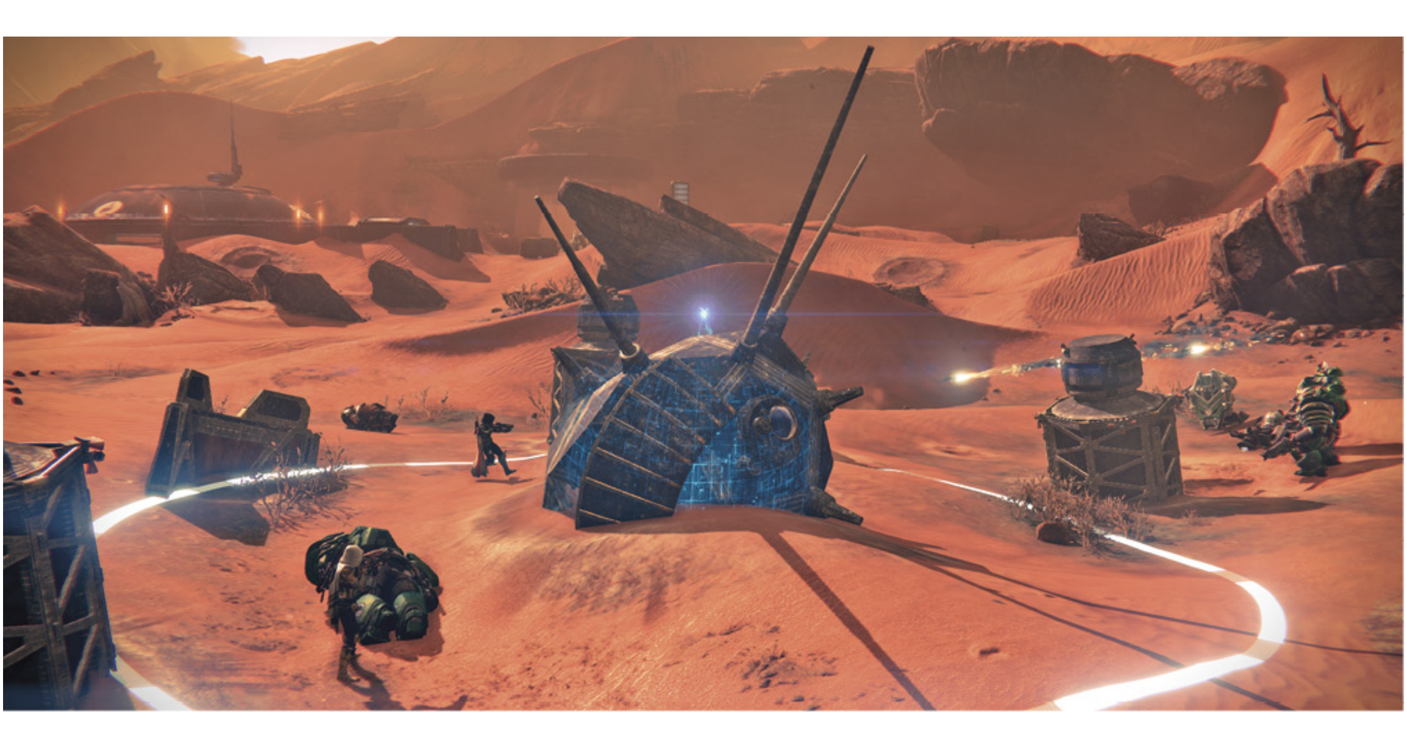
Locations: Scablands, The Hollows, Rubicon Wastes, Barrens, Buried City



An enemy appears in the area and slowly makes its way to a certain destination. Your objective is simply to eliminate it before it gets there. This is always a special enemy, with more Vitality and aggressive behaviors than the norm. Its progress through five checkpoints is displayed on the left, along with a timer. To complete the event, take down the adversary before the timer reaches 0 and the foe reaches checkpoint 5.

Defend the Warsat

Locations: Scablands, Barrens, Buried City



A flash of light represents the touchdown of a Warsat in the area as a one-minute timer starts counting down. To start the event, a Guardian must deploy their Ghost. A circle appears around the satellite. As you stand inside the circle, a meter with a number inside starts to fill. Your objective is to guard the Warsat until the number reaches 100. Step out of the circle, and the meter pauses. The more Guardians that are linked (standing inside the circle), the faster the meter fills. Enemies constantly emerge as a timer counts down from four minutes.

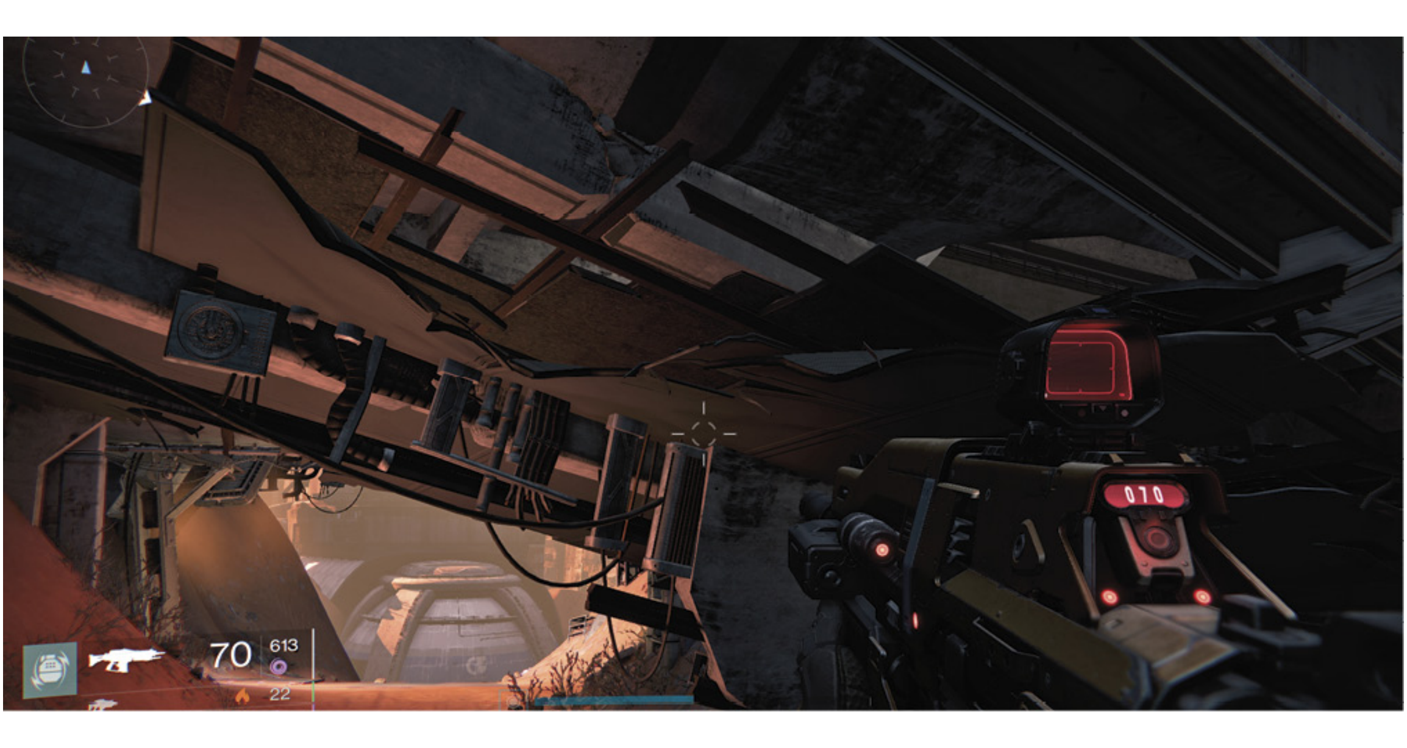
Gold Chests

1: The Barrens

From the Barrens landing zone, go over to the circular Cabal outpost that sits near the exit to Scablands. The Gold Chest sits atop a stack of crates.

2: Barrens to the Hollows

In the tunnel between Barrens and the Hollows, look for a small opening above just before you emerge downtown. Hop into the hole, and look to the right to find the chest.

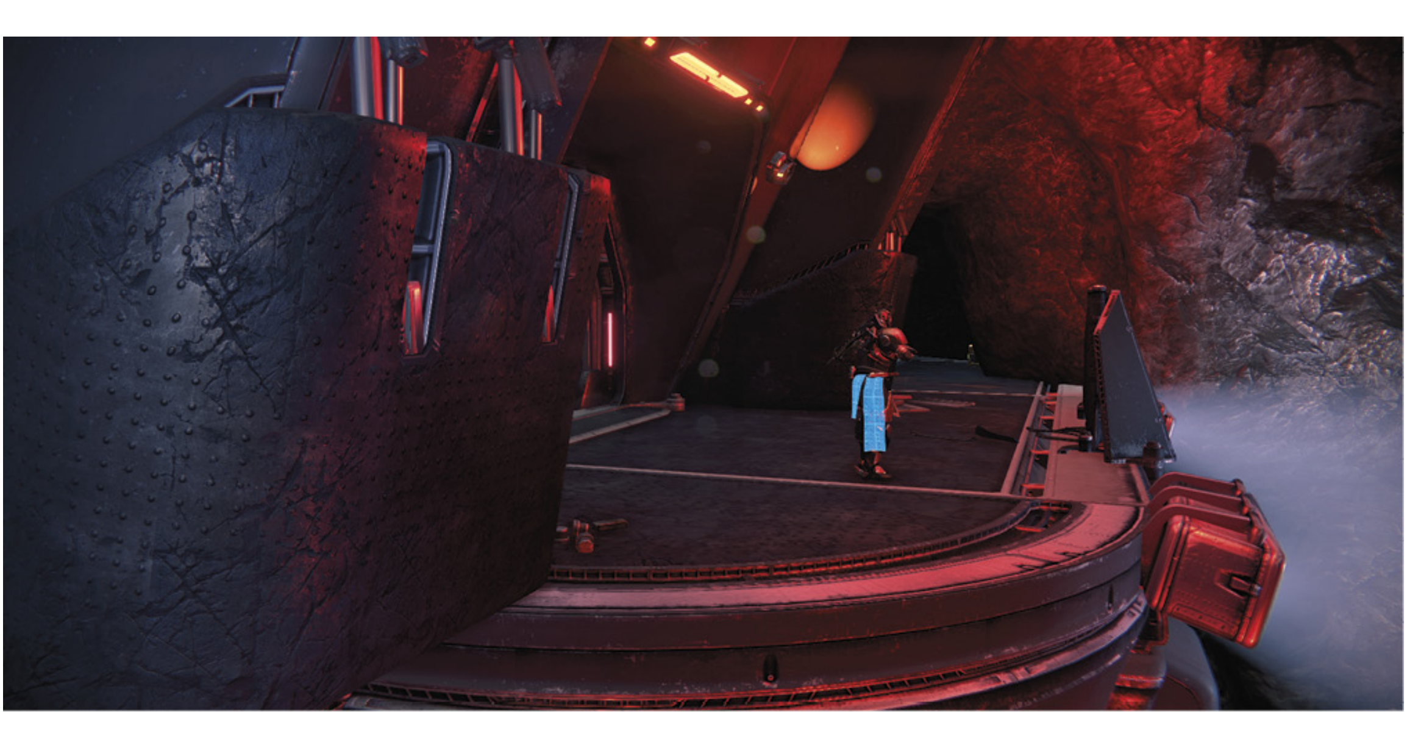


3: Dust Palace

Inside the Dust Palace, where the first door is opened in the Dust Palace Strike, look for the door labeled with the number 3. Behind the reception desk is the Gold Chest.

4: Iron Line

Inside Iron Line, at the giant gate that leads to the Legion's Keep, run along the left walkway. Jump onto the big pipes in the corner, and turn around. Leap up to the walkway on the left and follow it all the way to the other side to find this chest, neatly tucked into the corner.



5: Tharsis Junction

Inside the subway at Tharsis Junction, look for the Vex gate in the corner behind the train cars. Behind it is a small room. Go inside, and slip behind the fencing in the far corner. Follow the path to collect the chest.

Dead Ghost Locations

1 Barrens

From the Barrens landing zone, head toward the Hollows and stop at the circular outpost. Grab the Dead Ghost that sits on one of the crates inside.

2 Scablands

Move through the Rubicon gate and take a left. Jump onto the rock outcropping to reach the upper level of the outpost.

3 Firebase Rubicon

At the gate that leads to Rubicon Wastes, turn around and find the narrow passageway in the rock. Follow it back to a tree and search behind a root for the ghost.

4 The Hollows

Drive into the Hollows from the Barrens, and enter the dome straight ahead. Jump onto the light near the side entrance and then leap up to the upper balcony, where the Dead Ghost lies.

5 Dust Palace

Inside the atrium, climb up the curved staircase until you can jump onto the narrow ledge along the right wall. Carefully follow it back to find the ghost just in front of one of the windows.

6 Overwatch

In the middle area of the Overwatch, on the left side of the room as you enter from Dust Palace, a Dead Ghost lies next to a computer under a corner desk. This desk sits opposite the door that leads out to the Cortex from the Dust Palace Strike.

7 Giants' Pass

Look for a tree that overlooks the checkpoint, and search behind it to find the ghost.

8 Valley of the Kings

From Giants' Pass, move into Valley of the Kings and hop onto the outpost that sits on the ledge straight ahead. Leap onto the narrow ledge on the side of the cliff, and carefully move around to the left and drop down to the shelf. The ghost sits toward the wall.

9 Valley of the Kings

Enter the Valley of the Kings from Giants' Pass, and follow the path past the big Vex gate. Search the lower shelf of the cliff on the left side of the trail.

10 The Drift

Just before you reach Scablands from the Drift, hug the left slope. Jump onto the tree and shimmy along the branch to collect the ghost.

11 Buried City

In Buried City, use the freestanding wall to jump onto the roof of the Off World Transit station. Find the ghost behind the main sign.

12 Freehold Station

In the main area of Freehold Station, where a Cyclops appears during A Rising Tide, a Dead Ghost rests atop the television in the center of the room. Hop onto the nearby divider to reach it.

13 Tharsis Junction

Deep inside the subway, in Tharsis Junction, a Dead Ghost rests atop a pile of rubble near the tunnel corner.

14 Iron Line

There is a rock crevasse in the ceiling where this ghost hides. Climb to the wall platform and jump across to a distant platform at the end of a support column. Jump again to reach it.

15 Trenchworks

Along the right side of Trenchworks, just after the guard tower, climb onto the rock platforms to find the ghost on the ground between the platform and the cliff.

16 The Legion's Keep

In Legion's Keep, search underneath the Vex Spire platform to find a Dead Ghost lying on the ground.

17 Upper Garden

During the final story mission, after you enter the Darkness Zone, turn to the right and search just over the cliff at the far end. The ghost sits on a small ledge below.

18 The Black Garden

After climbing up a set of stairs, turn to the right and keep walking. Just when it starts to look like you have reached the edge of the path, look down to see a stone that you can hop down to. Do so and turn the corner to find this ghost.

CODEX

ABOUT THE CODEX

Guardian, this chapter is designed to arm you with as much intelligence as possible about the enemies of humanity. There are four known hostile races dwelling within the solar system. Each is a dire threat, but for very different reasons. Fight them ruthlessly, suppress their strengths, exploit their weaknesses. Lead your Fireteam to coordinate and conquer on the battlefield.

CODEX

THE FALLEN

The Fallen are ruthless scavengers. Brutal and uncaring, they arrived on their massive Ketches in the wake of the Collapse to loot and pillage the devastated worlds.

There are hints of ancient nobility to the Fallen—the scars of lost grandeur. The Kells of their scattered Houses still claim to be royalty, but they leave only grief and wreckage in their wake.

The Fallen Houses: House of Wolves, House of Winter, House of Devils, House of Kings, The Shattered House.

The Fallen are a dangerous race, fast and agile, skilled in combat and supported by robotic allies. They have stolen and raided the ruins of civilization across the solar system, and you must deal with them in order to reclaim the lost colonies.

Fallen Weapons

Most Fallen weapons deal Arc damage, with a few exceptions.

The Shrapnel Launcher and the Devil Walker tank's cannon deal Solar damage.

The Servitor's blast deals Void damage.

Weak Points

Humanoid Fallen all share vulnerability to headshots.

Shanks have no weak points.

Servitors have a critical point in the "eye."

Dreg

The lowest class of Fallen, Dregs fight viciously to prove their worth to their superiors.

Loadout: Shock Pistol, Shock Dagger, and Shock Grenade

Variants: Shrapnel Launcher or Dual Shock Daggers

Behavior

Dregs are individually weak, though they retain the speed of all Fallen combatants, making them tricky targets when they are on the move.

Dregs prefer to fight from cover, which they actively seek out and use against you. They often use their own Shock Grenades to flush you out of cover while they try to pick you off with Shock Pistols.

If forced into close-range combat, Dregs retaliate with Shock Daggers. This is one of their less threatening moves, but watch out for the Dregs armed with twin daggers.

You may occasionally encounter Dregs armed with Shrapnel Launchers. These foes have no Shock Dagger, and they are usually only a threat if you get too close to them.

Tactics

You can easily dispatch Dregs with basic weapon fire, grenades, or melee attacks.

Dregs are especially useful for triggering melee-based special abilities because a melee strike can often dispatch them in a single blow. This instantly activates any melee power that triggers on kill.

However, if Dregs manage to find cover and open fire on you, be careful. Both their accuracy and their rate of fire increase while they are hunkered down. If they have a good line of sight on you from their cover, you must pick them off or flush them out.

Dreg Shock Grenades range from a nuisance on lower tiers of difficulty to a serious threat on higher tiers, particularly if the Arc Burn Skull is active. While you can easily avoid just a few grenades, dodging a hail of them while dealing with other Fallen is a serious threat.

Use your own grenades and potentially even a super on higher tiers if you can take out a cluster of Dregs in a single shot.

Vandal

The core of the Fallen forces, Vandals present a serious threat at any range.

Loadout: Shock Rifle or Shock Blades

Variants: Wire Rifle or Shrapnel Launcher and Shock Blades

Behavior

Vandals are dangerous combatants at medium range with their tracking Shock Rifles, or at long range with their sniper variant, the Wire Rifle.

Shock Rifle Vandals prefer to stay at a moderate distance, letting their homing projectiles do the work of flushing you out of cover or hammering you in the open.

Standing out in the open with multiple Shock Rifles targeting you is asking for a quick trip to the grave.

On the other hand, Wire Rifle snipers are typically located at long range and prefer to stay that way. You can spot them by the telltale glow of the Wire Rifle as it charges to fire at you.

Vandals can move very quickly, so be wary of losing track of them during a close-range firefight. Fireteam communication is very helpful when Vandals are around. Any party members who are at longer range and have a good overview of the battlefield can keep tabs on Vandal movement.

Tactics

Vandals are tougher and faster than Dregs, and their Shock Rifles are considerably more dangerous than Shock Pistols.

Make good use of cover when fighting them, especially if there are multiple foes present. Pursuing combat in the open or rushing them is a potentially bad idea.

Staying in hard cover and changing your position frequently is also helpful for dealing with sniper Vandals, as you can avoid their shots entirely and pick them off once you have a clean line of sight.

For all types of Vandals, you should use a precision medium- to long-range weapon to eliminate them swiftly and from a distance. Close-range or sustained fire weapons expose you to a greater volume of Shock Rifle fire or Wire Rifle shots, neither of which is good for your health.

Single target or area denial grenades work better than most seeking varieties because Vandals are usually strong enough to survive a seeker grenade hit. On the other hand, sticky grenades are frequently lethal, and area denial grenades can push them out of cover (or kill them outright if they refuse to move).

Be careful when trying to use grenades or slower offensive supers against Vandals. These enemies are fast enough to evade incoming attacks if they are fully aware of your position and spot the incoming grenade or super.

Stealth Vandal

Equipped with cloaking technology, Stealth Vandals are a dangerous invisible threat.

Loadout: Shock Rifle or Shock Blades

Variants: Wire Rifle or Shrapnel Launcher or Shock Blades

Behavior

While Stealth Vandals are technically a simple variant of the basic Vandals, their inherent cloaks make them considerably more lethal.

Stealth Vandals can be armed with Shrapnel Launchers, Shock Rifles, Wire Rifles, or Shock Blades.

Melee Stealth Vandals use their cloaks to get in close and attack you for massive damage at point-blank range. In hectic battles or poor lighting conditions, it can be very difficult to spot sniper Stealth Vandals before they fire.

Unalarmed Stealth Vandals won't trigger their cloaking devices until they are aware of you. In some encounters, you can pick them off at long range before they become active and alert.

Tactics

Firing at a Stealth Vandal disrupts its cloak while it is taking damage, and they do decloak completely when they perform a melee attack.

Using your movement abilities to escape from melee Stealth Vandals is highly recommended if they manage to close the distance with you.

Sniper Vandals aren't any more dangerous than normal Vandals once you are aware of their position. The trick is finding them in the first place before they take your head off.

Stealth Vandals do sometimes move more slowly than normal Vandals to maximize the concealing properties of their cloaks, but they still advance very quickly into melee range when using their Shock Blades.

Unlike normal Vandals, consider bringing some form of close-range weaponry if you know there is an abundance of melee Stealth Vandals in your chosen mission.

You can often evade Stealth Vandals by jumping, but not every combat situation is suitable for exposing yourself in the air repeatedly while trying to maintain your distance.

Captain

The elite of Fallen society, Captains are tougher and more dangerous than their lesser brethren.

Loadout: Shrapnel Launcher, Shock Blades, or Arc shield

Variants: Shock Rifle or Shock Blades

Behavior

Captains are the most dangerous of the Fallen minions. They are protected by Arc shields and equipped with teleporter tech that lets them rapidly relocate or evade incoming attacks.

Captains also have superior accuracy with their weapons and are tougher than other Fallen.

Captains exhibit a range of behaviors depending on their weapon type. Shrapnel Launcher Captains usually push toward you more aggressively, whereas Shock Rifle Captains keep their distance. Captains weilding dual Shock Blades are dangerous due to thier shields.

The Captains' teleport ability makes them particularly dangerous when they approach you and aggravating when they retreat to restore their Arc shields.

There is no direct counter to the teleport; you simply must be aware that they can do it. Expect Captains to blink away from grenades (or you!) if they want distance, or teleport toward you if they want to get into Shrapnel Launcher or melee range.

Tactics

Shock Rifle Captains are dangerous and present a significant threat as long as they are active in the battle. Respect their presence and keep tabs on their location, ideally remaining behind hard cover if you aren't actively engaging them.

Depending on the specific encounter, you can sometimes ignore Captains armed with the Shrapnel Launcher if you can keep your distance.

Captains attempt to exploit their Arc shield protection fully, and they will use their teleport and agility to get out of line of sight and recover their shield if it drops.

If you attack a Captain, expect that it will retreat when its shield drops. You can use this to force a disengagement, but it won't buy you much time, and it can be draining on your ammo reserves or available ability energy.

It is typically better to focus fire on a Captain once it presents a credible threat and eliminate it before it can regenerate. Just don't expose yourself to other Fallen while you recklessly pursue a fleeing Captain.

If you are playing any high-difficulty mission with a heavy Fallen presence, bring a reliable source of Arc damage to cut down Captains quickly.

Shank

As hovering robotic assault drones, Shanks provide fire support to Fallen combat teams.

Loadout: Shock Pistol

Variants: Shock Rifle

Mythic Difficulty: Gain Solar shield

Behavior

Shanks float across the battlefield at a moderate speed and open fire whenever they can get a clear shot. Shanks have less of a self-preservation instinct than the humanoid Fallen, and as a result, they can be dangerously aggressive.

Because Shanks hover and push toward your position, they can often flank you by surprise, or simply nullify your cover by floating around or over it. Individually, Shanks aren't much more dangerous than Dregs, but their impact on the flow of battle can be significant because of this behavior.

Some Shanks are armed with Shock Rifle-equivalent guns, which are noticeably more dangerous than the basic Shock Pistol model. Because you can't tell them apart at a glance, you often find out the hard way when they open fire on you with tracking projectiles.

On Mythic difficulty, Shanks become equipped with Solar shields, and this moves them from pests to serious threats. You can no longer safely ignore them until the last minute because they won't simply explode when you use your primary weapon against them, unless you have a powerful source of Solar damage prepped.

Tactics

When dealing with Shanks, you should eliminate them the instant you spot them joining the fight. They are fairly weak and easy to destroy, and because they hover and float around the battlefield rather than actively using cover, they are often exposed and make for simple target practice.

If you do not destroy them quickly, you risk being flanked when they move on your position. Being pushed out of cover by Shanks while other Fallen are firing on you is a bad situation to be in—avoid it in the first place!

Shanks with Solar shields are another matter. If you're going into a Mythic mission with significant Fallen presence, bring a ready source of Solar damage. You must still destroy Shanks quickly when they join the fight, and the only way to do that reliably is shredding their shields.

Shanks do not have a weak point that you can strike for precision damage, so don't worry about accurate fire—just land hits on them.

Servitor

Servitors are floating robotic support units that protect and heal nearby Fallen.

Loadout: Eye Blast

Variants: None

Behavior

As hovering support units, Servitors are larger and more dangerous than Shanks, but considerably less common. Servitors possess the ability to heal humanoid Fallen units and can also employ a short-range teleport.

Servitors tend to hover behind other Fallen units, letting the heavy hitters engage you while they bombard you from a distance and heal any damaged and retreating Fallen.

Servitors use their teleport to disengage or avoid attacks much like Captains do. However, their normal floating movement speed and agility are both much lower than that of a Captain.

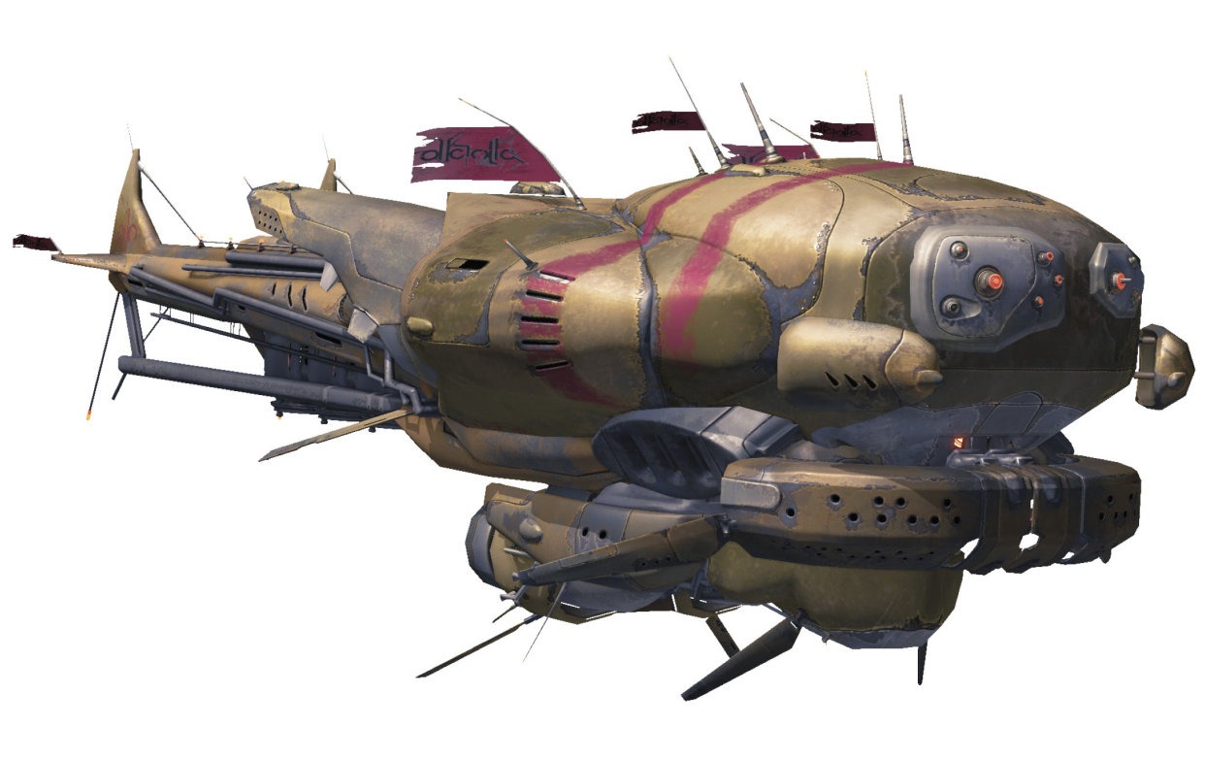
Tactics

A halo of Void energy surrounds Servitors, and they continuously heal any nearby Fallen. This ability, combined with their powerful explosive attack, makes them a priority target on the battlefield.

Servitors are easy targets because of their considerable size, relatively slow movement speed, and large "eye" as a weak point.

However, they are also sturdy units, so while they are easy to hit, exposing yourself long enough to destroy one is often inadvisable if there are many Fallen nearby.

Servitors make excellent targets for rocket launchers and offensive super moves. They are easy to hit, and eliminating them (and any Fallen nearby) can improve your odds against any remaining Fallen forces.



Skiff

A rapidly moving cloaked transport, a fleet of Skiffs dispatched from the Fallen's massive Ketch warships can quickly deploy strike teams to the battlefield.

Loadout: Skiff Turrets

Variants: None

Behavior

You typically only encounter dropships in open exterior areas, where they arrive, decloak, drop packs of Fallen, and then depart.

While Skiffs are flying in, deploying, and departing, they can bombard you with fire from their turrets. The turret fire is not devastatingly powerful, but it can make safe cover very unsafe because of the high altitude and angle from which the Skiff can attack you. Find a ceiling to hide beneath, or keep moving!

However, during some encounters or Public Events, a Skiff may hover overhead for a longer period of time. If this occurs, the Skiff's turrets continuously attack any Guardians in the area.

Tactics

You can destroy the turrets with sufficient firepower. With Skiffs that are simply dropping troops and departing, it's rarely worth spending the time on them; you're better served targeting the Fallen as they deploy.

On the other hand, if a Skiff remains on the battlefield, destroy its turrets to remove the Fallen air support.

CODEX

THE HIVE

The Hive are an ancient, festering evil. Their antipathy to the Light transcends hatred. To the Hive, the eternal struggle between light and dark is not only a war, it is a crusade—all Light must be devoured so Darkness can reclaim the universe.

Hive Sects: Blood of Oryx, The Scarlet Brood, Spawn of Crota, The Hidden Swarm, Venom of Oryx.

Conflict is not always cleanly black and white; there are complexities, shades, and arguments for either side.

But there are no arguments for the Hive. They are pure evil, and they seek to destroy humanity.

A foul blight on the faded grandeur of the solar system, the Hive must be destroyed.

Hive Weapons

Hive weapons deal a variety of damage types.

The Shredder, Ogre's Eye Blast,Tomb Ship's turrets, and the Shrieker's attacks all deal Void damage.

The Boomer, Thrall's claws, Cursed Thrall's detonation, and Wizard's energy bolts all cause Arc damage.

Finally, the Wizard's poisonous cloud of darkness, the Knight's Cleaver, and the Ogre's ground smash all inflict pure Kinetic damage.Weak Points

For all Fallen, their heads are their weak point.

For Ogres, the weak point is still their heads, though it's more precisely their "eyes."

Thrall

Degenerate avatars of rage, Thrall rush blindly into combat to rend and tear with their claws.

Loadout: Claws

Variants: None

Behavior

Thrall are nearly mindless berserker units, charging headlong into melee combat range.

Thrall typically come in large packs, and when they arrive, they quickly swarm the nearest target they can find and attempt to tear it apart.

Tactics

Thrall lack any subtlety whatsoever, which you can exploit in several ways. For example, simply using your movement abilities to float over their heads renders their melee attacks completely ineffective.

However, avoid exposing yourself to other hostile Hive units in the area while doing so, as Thrall can easily force you out of cover.

Because Thrall are melee only, a strong shotgun is highly advisable if you expect to be forced into close-range engagements in tight spaces with packs of Thrall.

Rapid-fire weaponry and persistent area-of-effect grenades can also serve you well against packs of Thrall.

Cursed Thrall

These corrupted Thrall are capable of detonating explosively at short ranges.

Loadout: Detonation

Variants: None

Behavior

As explosive variants of normal Thrall, Cursed Thrall move more slowly. However, when they get into melee range, they explode, dealing damage in a blast of foul energies.

Cursed Thrall will detonate when you destroy them, so be careful about killing them near your teammates! A Cursed Thrall will also harm combatants, so a well placed Cursed Thrall death can take out an entire pack of Thrall.

Cursed Thrall are often interspersed with packs of regular Thrall, and they are a serious threat that you must deal with swiftly. While regular Thrall flush you out of cover, Cursed Thrall detonating nearby while you are taking fire can be fatal, especially on higher difficulty missions.

Tactics

When you spot them on the battlefield, you should make Cursed Thrall priority targets. They are too dangerous to be allowed into melee range, but their detonation can be used as a weapon against other nearby Hive.

Cursed Thrall are a bit slower than normal Thrall, but they tend to be mixed into waves of Thrall. When other Hive are present and bombarding your position, picking them off can be difficult.

Unlike with regular Thrall, avoid using short-range weapons or melee strikes against Cursed Thrall. Simply pick them off from a distance before they can become a threat.

Acolyte

Foul enforcers of the Hive's black army, Acolytes engage at a distance behind a wall of howling Thrall.

Loadout: Shredder

Variants: Boomer

Behavior

Acolytes are the most common frontline combatants of the Hive forces. More cunning than the ravening Thrall, they behave more closely to the Fallen Dregs, lurking at a distance and taking shots with their Shredders.

Acolytes typically seek out nearby cover and open fire from a distance. Be wary of entrenched Acolytes: just like Dregs, their accuracy and rate of fire increase when they have taken cover.

More infrequently, you may encounter Acolytes armed with Boomers, the Hive's dangerous explosive weapon. These Acolytes are no more sturdy than their Shredder brethren, but they are considerably more dangerous—make them high-priority targets.

Tactics

Acolytes are fairly weak targets. Use primary weapons, grenades, or melee strikes to take them down quickly.

They are primarily a danger when larger numbers of them engage you in an encounter alongside masses of Thrall and other heavier-hitting Hive forces.

Aim for the head and pick them off quickly. You can often quickly eliminate the Acolytes in a battle before turning your attention to any remaining Hive.

If you're forced to shift your attention to other targets, you can frequently leave Shredder Acolytes standing as long as you have decent cover. But don't ignore any Acolytes armed with Boomers, as they can easily flush you out of cover.

Knight

Powerful frontline warriors of the Hive, Knights stride into battle with thick armor and dark magic.

Loadout: Boomer

Variants: Shredder, Cleaver

Mythic Difficulty: Gain Arc shield

Behavior

Knights are heavily armored frontline enemies. Tougher than Acolytes, their only noticeable weakness is their plodding pace on the battlefield.

Knights are usually armed with a Boomer, a powerful explosive weapon that has a large blast radius. Boomers also make Knights very dangerous because they can flush you out of cover from long range.

They may also appear armed with either a Shredder or the Cleaver. If they do use a Shredder, be wary: while it is usually less dangerous than a Boomer, Knights are more accurate than Acolytes.

Cleaver Knights are a different matter entirely. Armed with a viciously powerful sword, these powerful melee combatants stride into close quarters and attempt to eviscerate you with a single swing.

On top of their inherent durability, Knights can summon a wall of darkness, blocking all incoming damage and restoring their health.

Knights can also go into a berserk rage when their health gets critically low. After this point, each time you damage them, they have a chance of entering a berserk stage. This causes them to regain some health and charge toward you to engage in melee combat, heedless of cover or positioning.

Luckily, the berserk state does wear off after a time. Though it is possible for a Knight to heal up between the wall of darkness and berserking and then berserk a second time later, this is usually rare. It requires an unusual engagement for a Knight to stay alive that long!

Tactics

Dispatch Boomer Knights as quickly as possible. Hit them a few times to trigger their shields, then lay into them when their shields drop.

Do not let Cleaver Knights anywhere near you. If you see them, consider them a priority target on par with Cursed Thrall, even more dangerous than Boomer Knights.

It's well worth it to burn an offensive super move or use Heavy Weapon ammo on groups of Knights. They are simply too dangerous to leave active for lengthy periods of time during an open firefight against other Hive forces.

You can break a Hive Knight's wall of darkness with a super move or a rocket, but you're often better served by waiting out the wall, turning to other targets while it is active, and then finishing the Knight when the shield drops.

Berserking can make a Knight an easy target, but it can also get you into trouble if a Knight berserks at close range and charges you instantly. Once a Knight is weakened, finish it off swiftly; don't let it linger at low health.

Berserking Cleaver Knights are a panic super-level threat—they can and will kill you and your teammates incredibly quickly. Don't let them get into range!

On Mythic difficulty, Knights gain yet more durability with Arc Shields. Be absolutely sure to bring a ready source of Arc damage if you anticipate many encounters with Knights during a mission. Knights are already sturdy and dangerous enemies, and the Arc Shield gives them more time to hammer you with long-range bombardment or get into range with their vicious Cleavers.

Wizard

Floating above the battlefield, Wizards support Hive forces with what can only be described as dark magic.

Loadout: Darkness Blast, Clouds of Darkness, Solar shield

Variants: None

Behavior

Wizards hover above their Hive minions and bombard Guardians with bolts of raw darkness. These well aimed projectiles are difficult to avoid in the open, but they are slow moving and fairly easy to dodge if you keep them in sight.

In addition to their ranged attack, Wizards can also summon a dark sphere of foul energy. Hive that stand within it are healed, whereas it damages any Guardians caught inside. If you are standing inside when the sphere appears, get out quickly: it damages and dulls your perception.

Wizards come armored with a Solar shield. Although you can take them down fairly quickly once you destroy the shield, they are nimble targets in the air. This makes them poor targets for grenades or rockets.

On higher difficulty tiers, Wizards' basic Darkness Blast attack becomes noticeably faster and more deadly, increasing their lethality.

Tactics

Wizards are dangerous opponents, and although they rank slightly below Boomer or Cleaver Knights in terms of immediate threat, you should dispatch them as swiftly as possible.

Wizards hovering around the battle while you are fighting, healing Hive and pelting you with seeking bolts increase the difficulty of any encounter.

To take them down quickly, heavy machinegun fire or sniper shots work quite well. A blast from a fusion rifle can hit them from a decent distance, as well.

Ogre

Mutated masses of muscle and fury, Ogres are living Hive battering rams.

Loadout: Eye Blast, Ground Slam

Variants: None

Behavior

Ogres are as brutally direct as the Thrall, with two major differences: they are far stronger and tougher, and they have a very dangerous projectile weapon in the form of their Eye Blast.

When an Ogre spots a Guardian at a distance, it unleashes a continuous beam of dark Void energy from its eye. This attack is very dangerous and damaging, so avoid getting caught inside the beam for any length of time.

Additionally, the Ogre prefers to rush into melee range, where it can unleash a devastating ground smash that causes damage in a wide area around itself.

Like Knights, Ogres can enter a berserk state when they get low on health. But unlike Knights, Ogres always berserk when they get low! Don't leave heavily damaged Ogres roaming the battlefield; take them down quickly.

Tactics

The Ogre is another high-threat Hive target that you must dispatch immediately, or else you risk it taking you down alone.

Super attacks and Heavy Weapon ammo are well worth expending when you spot an Ogre. Thankfully, they are among the rarest of Hive forces, but respect the threat they represent in battle when they do appear.

It is possible to evade an Ogre at close range by jumping, but unlike the Thrall or Cleaver Knights, the Ogre has a dangerous ranged attack that it can follow up with. That said, if given the choice between definitely eating a ground pound and possibly getting hit by an eye beam, jump!

Shrieker

Void-infused sentinels, Shriekers serve as immobile but animate sentries of the Hive's dark holds.

Loadout: Void Blast

Variants: None

Behavior

Shriekers are rarely encountered Hive "turrets" of a sort. They are immobile and instantly attack any Guardian in range with bolts of Void energy.

Shriekers can phase into existence during a battle. Be particularly alert for their presence during major Strike battles, as they are often located in what would otherwise be nicely defensible terrain.

Tactics

You can easily dispatch Shriekers safely from a distance, because they are immobile targets. The primary danger comes from a Shrieker you don't spot, or one phasing in near you while you already engaged in battle.

When you do spot a Shrieker, seek out nearby cover and take it down from range. A Shrieker releases a blast of Void energy when it dies, so you don't want to be near them when they are destroyed.

Tomb Ship

A strange and otherworldly transport "ship," the Tomb Ship rips holes in reality and deposits its foul cargo on the battlefield in a cloud of darkness.

Loadout: Void Turrets

Variants: None

Behavior

Tomb Ships phase in and out of existence, warping onto the battlefield, dropping Hive forces, and then vanishing.

Don't be surprised to see a Tomb Ship "flying" beneath the surface of the Moon! These transports can appear anywhere there is enough space, allowing the Hive to drop reinforcements almost anywhere you encounter them.

Much like Wizards, Tomb Ships are armed with Void energy turrets that fire tracking projectiles. Consequently, it is best to seek cover when they arrive, since they are difficult to evade in the open.

Tactics

When a Tomb Ship prepares to unleash its Hive forces onto the battlefield, clouds of darkness form beneath it before the Hive troops appear.

If you are quick enough, you can get a lingering area-of-effect grenade onto the ground that detonates just as the Hive appear, inflicting significant damage before they have a chance to disperse.

Similarly, a well-aimed rocket can annihilate an entire Tomb Ship's payload if you time the shot correctly.

You can also shoot off the turrets on a Tomb Ship. If one is hovering too long for your liking, destroy the nearest turrets, and then return your attention to the Hive forces in the area.

CODEX

THE VEX

The Vex are architects of ancient and complex structures on Venus and Mercury. Linked by a data network unlike any on Earth, they operate in unison, directed by a single unfathomable purpose.

Vex Programming: Hezen Corrective, Hezen Prime, Vega Prohibition, Aphix Invasive, Sol Divisive.

Bodies of animate metal with traces of living matter within, the Vex are an enigma, traveling through time and space with their gateways.

It is not clear if they have arrived here from the future, the past, or from another past or future. What is clear is that they represent a dire threat to humanity.

They march with a singular purpose on the battlefield, driven by some unknown and unknowable intelligence, passionless and focused on completing their mysterious objectives.

The Vex transform the planets they occupy, terraforming inorganic landscape into massive computational structures. Their grand designs have no room for the Guardians' presence, and they must be stopped.

Vex Weapons

The Vex's Slap Rifle and Line Rifle, as well as the Hydra's dying explosion, all deal Solar damage.

The Torch Hammer, Slap Grenade, and Goblin and Hobgoblin melee strikes all deal Void damage.

Finally, the Minotaur's melee strikes deal pure Kinetic damage.

Weak Points

Unlike the other humanoid races, the "humanoid" Vex (the Goblin and the Hobgoblin) have weak points that are located in the center of their torsos.

Harpies and Hydra both have weak points in their "eyes."

Minotaurs have no weak points.

You can shoot the heads off Goblins, Hobgoblins, and Minotaurs, but beware: this causes them to enter a berserk state where they fire faster (albeit with less accuracy) and charge your position.

Teleportation

The Vex possess sophisticated gateway technology, and this extends to their combat units, many of which are armed with personal teleportation tech.

Goblins, Hobgoblins, and Minotaurs all possess the ability to "blinkwalk," teleporting as a group from place to place. You can often observe this behavior if you engage a group of them at long range—they'll blink rapidly toward your position.

At shorter ranges, Goblins and Minotaurs both continue employing their teleportation ability, but Minotaurs are notably more aggressive (and dangerous) than Goblins with their usage of teleports.

Goblin

The numberless frontline troops of the Vex, Goblins are plodding, methodical combatants.

Loadout: Slap Rifle

Variants: Torch Hammer

Behavior

Goblins are slow-moving automatons. Armed with the Vex Slap Rifle, they march steadily across the battlefield, firing as they move.

Goblins display less of a self-preservation instinct than other races, but they still move evasively and take cover from your attacks. Goblins will also crouch to protect thier juiceboxes (and do so more frequently on higher tiers). Destroying thier head will force them to stand up and expose thier juicebox again… but now they charge.

Goblins can move more quickly at long ranges via their Blinkwalking, and at close ranges, you may occasionally see them execute a short-range teleport to move to cover.

While individual Slap Rifle Goblins do not present a serious threat, the more rarely encountered Torch Hammer Goblins do.

Goblins equipped with the Vex's explosive weapon are considerably more dangerous; make them a priority target.

Tactics

Goblins move fairly slowly and are easy to dispatch with Primary Weapon fire. Just be sure to target their stomachs, not their heads!

If you stick to cover when numerous Goblins are present, you can swiftly and safely take them down. Avoid underestimating large groups of Goblins, especially on higher difficulty missions. With enough of them present, Goblins can lay down a serious wall of firepower.

If you spot enough Goblins clumped together, they make great targets for grenades and area-of-effect super abilities. Supers are particularly notable because Goblins are usually too slow to evade the attack. If you wipe out an entire wave of Goblins in one shot, you can generate quite a few Orbs of Light for your Fireteam.

Hobgoblin

Long-range sharpshooters, Hobgoblins fulfill a suppressive role in combat, supporting Vex forces from a distance.

Loadout: Line Rifle

Variants: Slap Rifle

Behavior

Hobgoblins typically take up positions at long range, using their sniper-class Line Rifles to inflict heavy damage to exposed Guardians.

When they take any incoming fire, Hobgoblins instantly erect an impenetrable shield, sealing themselves in stasis and becoming completely immune to incoming damage for a short time.

Like other sniper weapons, the Line Rifle has a distinctive gleam as it charges to fire. If you spot it, get to cover quickly. You may get a single ranging shot if you're lucky, but stay in the open, and you are certain to be hit.

Less commonly, you may encounter Hobgoblins armed with the Slap Rifle. Hobgoblins are more accurate and dangerous with this weapon than Goblins, but you can afford to break from cover once you confirm there are no Line Rifles aimed in your direction.

All Hobgoblins use Slap Grenades, Void charges that can flush you out of cover. However, you are unlikely to see these used if you keep your distance. Be aware of their potential danger if you close the gap!

Tactics

To dispatch Hobgoblins, bait out their shields with a light hit, then follow up with a fatal barrage when they drop out of stasis.

Taking off a Hobgoblin's head removes the ability for the Hobgoblin to use its Stasis Shield.

It is also possible to instantly dispatch a Hobgoblin if you strike with enough force in a single shot. Rockets, close-range Special Weapons, or super moves can all get the job done.

Because you typically encounter Hobgoblins at long range, your own sniper rifle or precision Primary Weapons work well for eliminating them safely.

Take down Line Rifle Hobgoblins before you focus on Goblins, as their suppressive fire can keep you pinned in place. This is bad news if there are other Vex around.

Harpy

The floating Harpy is a scout and mobile weapons platform, deploying in mid-air to annihilate its targets.

Loadout: Twin Slap Rifles

Variants: None

Mythic Difficulty: Gain Arc shield

Behavior

Harpies are hovering Vex drones that use their aerial maneuverability to bypass cover and attack you. Harpies must stabilize their position in mid-air to use their twin Slap Rifles.

This behavior is easily spotted, as a Harpy's gleaming central eye is quite visible when it stops and spreads its "body." While deployed, their eyes also make for an easy target. The optimum time to quickly take them down is just as they deploy but before they open fire.

A flock of deployed Harpies can also lay down a withering hail of Solar energy from their Slap Rifles, so don't ignore them if they are present in large numbers.

On Mythic difficulty, Harpies gain an Arc shield, which pushes them from dangerous nuisance to just plain dangerous. Bring a ready source of Arc damage to knock them out of the sky quickly.

Harpies do not make use of Blinkwalking.

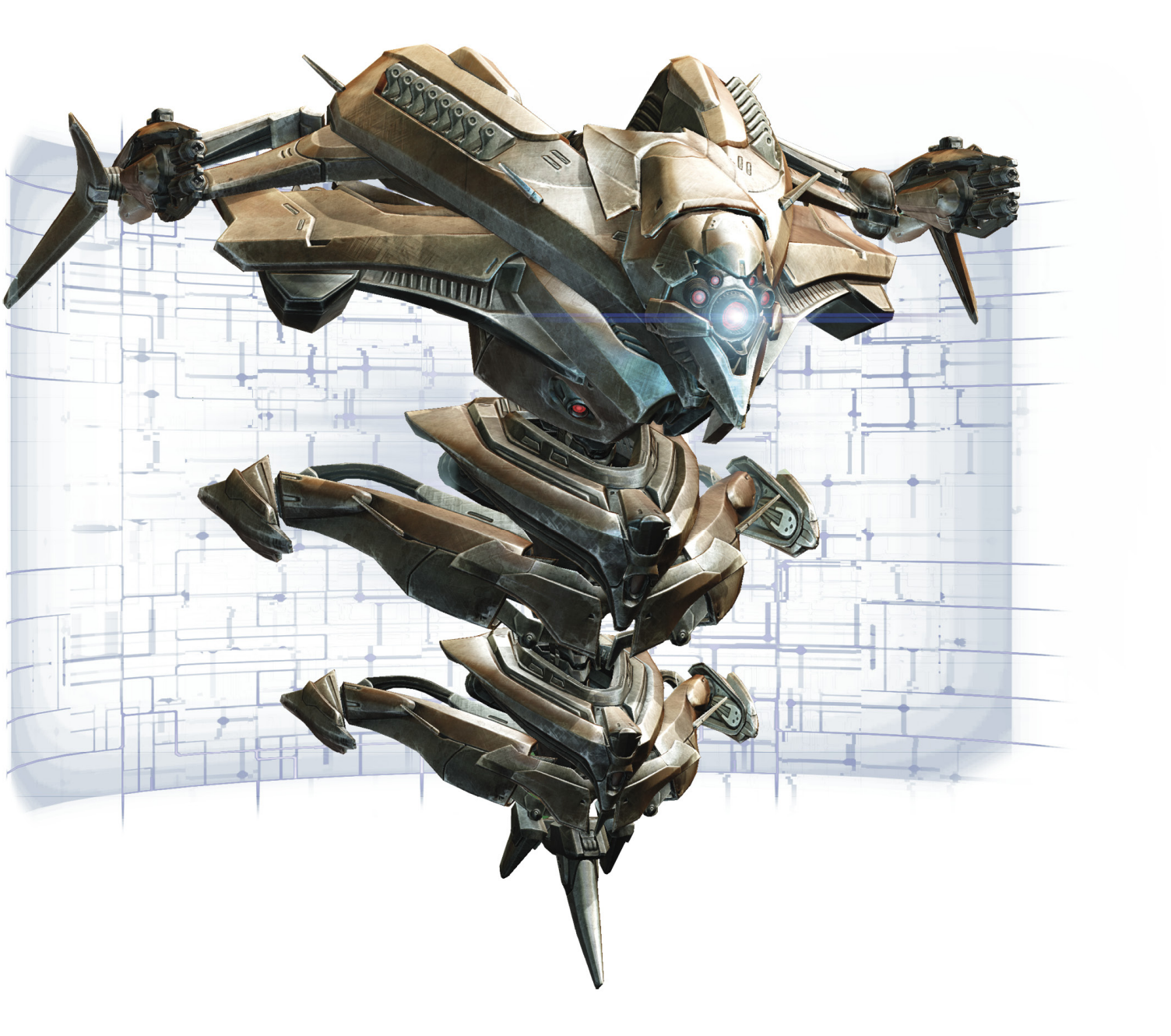
Tactics

Harpies are not particularly sturdy, so you can take them down with Primary Weapon fire fairly easily. Unfortunately, they serve as a dangerous distraction when more serious Vex threats are present.

This does not apply on Mythic difficulty once they gain their Arc shields—be sure to bring an Arc Special Weapon or machinegun to dispatch them swiftly.

Harpies are most vulnerable immediately as they deploy. When stationary in mid-air with their eyes aimed directly at you, they make for an easy shot.

However, they are also easy enough targets to destroy even when not aimed right at you (or at another Guardian). If you see an opportunity to dispatch them while they move around the battlefield, do so.



Hydra

This hovering data fortress is armed with heavy firepower and an impregnable computational shield.

Loadout: Twin Torch Hammers

Variants: None

Behavior

The Hydra is a massive floating Vex unit, armed with a pair of lethal Torch Hammers and protected by a floating barrier of logic that blocks all incoming attacks.

Left unchecked, it continuously bombards your position. Lethal in the open and dangerous even if you are in cover, the Hydra has enough firepower to force you to move from any position that it can reach with the blast of its Torch Hammers.

Finally, when the Hydra is destroyed, its core erupts in an explosion, damaging anything nearby—though you should rarely be in a position where you are at point-blank range when it detonates!

Like Harpies, Hydras do not use Blinkwalking for mobility.

Tactics

Thankfully, both the Hydra and the shield that protects it are slow to move. Plus, the shield only covers a frontal arc (constantly rotating to your right)—it can be flanked or fired over or under depending on the terrain.

The Hydra is extremely dangerous, so make it a priority target for Heavy Weapons and super moves. Hitting this shield with a rocket wastes a rocket.

A sniper rifle or precision Primary Weapons can also be a boon depending on the terrain. It is possible to shoot over the shield, and if you can get into a flanking position, you may be able to hit the Hydra's weak point in its "eye."

Minotaur

A towering machine of war armored with raw Void energy, the Minotaur is a heavy Vex assault unit.

Loadout: Torch Hammer, Void shield

Variants: Slap Rifle

Behavior

Minotaurs are dangerous and durable Vex units. They serve as anchors for larger groups of Vex, either bombarding you from a distance with their Torch Hammers or using rapid teleports to close into melee range and smash you at point blank.

Minotaurs are much more aggressive about using their teleport ability than Goblins. They are also particularly adept at dodging incoming rockets, supers, or grenades by teleporting past them.

Often, attempting to land such an attack causes the Minotaur to teleport several times in quick succession, ending with a Minotaur at close range and its armored fist aimed at your face.

Minotaurs are protected by Void Shields, so bring a ready source of Void damage to destroy them. On top of that, they do not have a weak point. Combined with their inherent durability, this makes them a very sturdy enemy.

Destroying a Minotaur's head has two key effects: it disables their ability to regenerate their Void Shield, and it causes them to go berserk, spraying shots more rapidly but less accurately as they move toward you.

The Minotaur's normal weapon is the explosive Torch Hammer, and its directed blasts can force you out of light cover and cripple you in the open. Use short jumps and movement ability to evade the worst of the blast damage.

Minotaurs may appear on the battlefield armed with Slap Rifles. If so, be wary, as they are markedly more accurate and dangerous with them than Goblins are.

Tactics

Whenever possible, strip a Minotaur's shield at range and quickly destroy its head to prevent it from regenerating. While rampaging Minotaurs are dangerous, their undirected fire and erratic behavior are often less threatening than their well-aimed suppressive fire and quick teleports.

Be very careful if you get to close-medium distance with a Minotaur. This is exactly the range that they can cover extremely rapidly with a few teleports. While Minotaurs normally seem like fairly slow and plodding units, you won't think that when they blink toward you and rush into melee in seconds.

It is well worth using the big guns on Minotaurs. However, because they are adept at evading slow-moving high-power attacks, a machinegun is recommended over a rocket launcher.

If you do plan to use rockets, try to bait a teleport with a grenade first, or fire at them from long range before they are fully aware of your presence.

CODEX

THE CABAL

Brutally efficient and unrelenting, the Cabal are the greatest known military force in the system.

Their origin is as much a mystery as their end game, but it is said they have conquered more planets than the Guardians have charted, and they are preparing for annihilation.

While they are massive in size and well-protected by heavy armor, they can be made to bleed.

Cabal Detachments: Sand Eaters, Dust Giants, Siege Dancers, Bone Crushers, Sky Burners, Ice Reapers.

The Fallen are a broken race of scavengers, the Vex are unfathomable, and the Hive are pure darkness.

The Cabal are none of these things. They are a sophisticated military culture, armed, armored, and organized for conquest.

Though they are physically imposing, do not mistake them for unintelligent or slow giants. They are a calculating and dangerous fighting force.

It is fortunate for humanity that they are mired in a conflict with the Vex on Mars, for they view the solar system as simply one more in a long line of victories, one that you must stand against.

The Cabal respect nothing but pure strength on the battlefield. Show them yours.

Cabal Weapons

Cabal deal pure Solar damage with a single exception: the Psion's psi blast attack inflicts Arc damage.

Weak Points

All Cabal units are weak to precision headshots.

Legionary

As frontline opponents, Legionaries rocket into battle with their jump packs.**Loadout:** Slug Rifle

Variants: Projection RifleBehavior

Legionaries are the most commonly encountered Cabal troop type. Equipped with the Cabal's standard-issue Slug Rifle, Legionaries tend to stick to a medium distance, hammering you with fire from range.

Legionaries do make use of cover, but because they are so physically large, they are often easier to target (particularly with headshots) unless the available cover is large enough to fit their increased bulk.

While Legionaries move fairly slowly, they are equipped with jump packs that allow them to cover long distances very quickly.

They often use these jumps to escape an unfavorable situation or (more threateningly) to jump over your cover and flank you.

Be wary of Legionaries armed with the Projection Rifle. This rapid-fire explosive weapon makes any Legionary wielding it a serious threat that you should deal with swiftly.

Tactics

Legionaries are easy targets, so aim for headshots as often as possible to dispatch them swiftly.

Be wary of their jump jet movement. As long as you maintain sufficient distance from a group of them, they cannot easily flank you, but if you are fighting in an open environment, they can and will use their jump packs to bypass your cover and surround you.

Avoid getting pinned into a firefight with other Cabal units while jump jet-capable troops are present. If you stay in place while Legionaries leapfrog to your flanks or rear, you can quickly find yourself in a losing battle.

One quirk compared to the other races' basic units: because of their larger size and tendency to use their jump jets, it is somewhat more difficult to land a devastating grenade, rocket, or super move on a cluster of Legionaries. They are rarely clumped together in large groups, unlike the lesser minions of other races.

Phalanx

Marching into battle with an indestructible shield, Phalanx units form a slow-moving wall of Cabal force.

Loadout: Slug Rifle

Variants: None

Behavior

Phalanx units are basic Legionaries trained in the use of a heavy combat shield. This shield gives them full frontal protection while deployed, and it cannot be destroyed with conventional weapon fire.

If you shoot a Phalanx and miss, or hit its shield, it raises its shield and defends while blindfiring over it in your general direction. While blindfiring, Phalanx units are less accurate, but shoot more quickly.

Phalanx units do trade out their jump jets to make use of their shields, so they are a less mobile threat than Legionaries or Centurions.

Tactics

You can damage Phalanx units from the front. If you aim carefully at an exposed limb blindfiring at you, or move to flank them even slightly, you can often hit their sides.

Working with your Fireteam makes Phalanx units much easier targets. Have one player draw their attention, then flank and finish them off with rapid headshots.

You can also damage them from the side with explosives, or simply use a super and smash through their defenses.

Centurion

As trained leaders, Centurions make up the upper ranks of Cabal forces in the field.

Loadout: Projection Rifle, Solar shield

Variants: Slug Rifle

Behavior

Armed with the lethal Projection Rifle, protected by a Solar shield, and equipped with jump jets, Centurions are a serious threat.

Centurions are tougher, more dangerous Legionaries. Their shields make them a tougher nut to crack, and when combined with jump jets, they are aggravatingly durable at long range, where they can continuously jump behind cover.

Besides their shields, Centurions are most often armed with a Projection Rifle, and the continuous bombardment of explosive Solar energy from a Centurion is a serious threat.

Be aware that Centurions can also come equipped with a Slug Rifle. When armed in this manner, they are faster and more accurate than their Legionary underlings.

Tactics

While the general behavior of Centurions is similar to Legionnaries, their improved durability and increased weapon lethality make them considerably more dangerous.

Bring Solar-powered weaponry or spammable abilities to knock down their shields. If you give them any time to recover, they will quickly use their jump jets to get behind cover, regenerate their shields, and resume pounding you from a distance.

If you can keep your distance, picking off the ready headshot-friendly targets in the area and leaving Centurions for last is possible. However, in combat situations where you cannot disengage, you must eliminate them quickly. Don't hesitate to burn a super or Heavy Weapon shots on Centurions if the opportunity presents itself.

Colossus

Massive even among the giant Cabal, the Colossus provides devastating heavy fire support on the battlefield.

Loadout: Heavy Slug Thrower

Variants: None

Behavior

The Colossus is a seriously dangerous enemy. Armed with a heavy rapid-fire weapon, the Colossus can tear an unprepared Guardian apart in seconds if you get caught in the open.

Besides their primary weapon, Colossi can also launch seeking rockets at distant targets in cover, forcing you to relocate or get hammered by the explosive barrage.

Finally, if you find yourself at close range with a Colossus for some reason (not a great place to be!), they have a 360-degree ground slam that can deal heavy damage.

Tactics

Despite their strengths and their danger, they do have one major weakness: mobility.

Colossi are slow and lumbering, even for Cabal troops. If you can manage to stay at long range and hammer their heads with pinpoint shots, you can take them down before they have a chance to make their presence felt.

However, in any situation where other Cabal forces are engaging you and a Colossus is allowed to roam freely, you must constantly be aware of its location.

Even if the Colossus doesn't have a direct line of sight for its Heavy Slug Thrower, it can still bombard you with rockets from a distance. If you have poor cover, these can easily force you to relocate.

Using your supers and Heavy Weapons on a Colossus the moment it shows up is a very good idea. On higher difficulty levels, get your entire Fireteam to focus fire and down these adversaries as quickly as possible.

Psion

The Psion is a lithe and wiry counterpart to other lumbering Cabal troops, providing fast-moving fire support in combat.

Loadout: Slug Rifle, Psionic Blast

Variants: None

Mythic Difficulty: Void shield

Behavior

Psions are rapidly moving, sneaky combatants, preferring to remain at a distance and hide behind cover, where they fire with greater accuracy and speed once bunkered down.

This alone would only make them a minor threat, but they also have the power to launch a massive wave of psychokinetic Arc energy toward you. This wave deals heavy damage, and getting blasted by it is very easy if you ignore a Psion while you are occupied with other Cabal forces.

Psions are nimble fighters, and they provide a marked contrast to the giant and easily hit Cabal forces. You must pay a bit more attention to spot and pick off Psions with headshots at range.

On Mythic difficulty, Psions gain a Void shield. This seriously increases their threat level, since now they are durable and have their psi blast to inflict serious damage. Bring a good source of Void damage to deal with them, as letting the nimble Psions retreat repeatedly to recover their shields can make them a nightmare to fight.

Tactics

Psions are more difficult to spot and hit than the other Cabal, but they make very distinctive sounds. Keep your ears open to avoid getting smashed by an unexpected psi blast.

Because of their psionic shockwave, Psions are a dangerous target to melee. You can get in close and pummel them, but if there are multiple Psions present, it isn't uncommon to engage one at point-blank range and have a second nearby Psion blast you.

You can, however, evade the psionic blast. It shoots across the ground, crawling over low cover, but if you jump in time, you can avoid the damage entirely.

Harvester

The sturdy Harvester dropship is a combat-ready transport, capable of transporting Cabal forces into hot zones with surprising speed and agility.

Loadout: Solar Turrets

Variants: None

Behavior

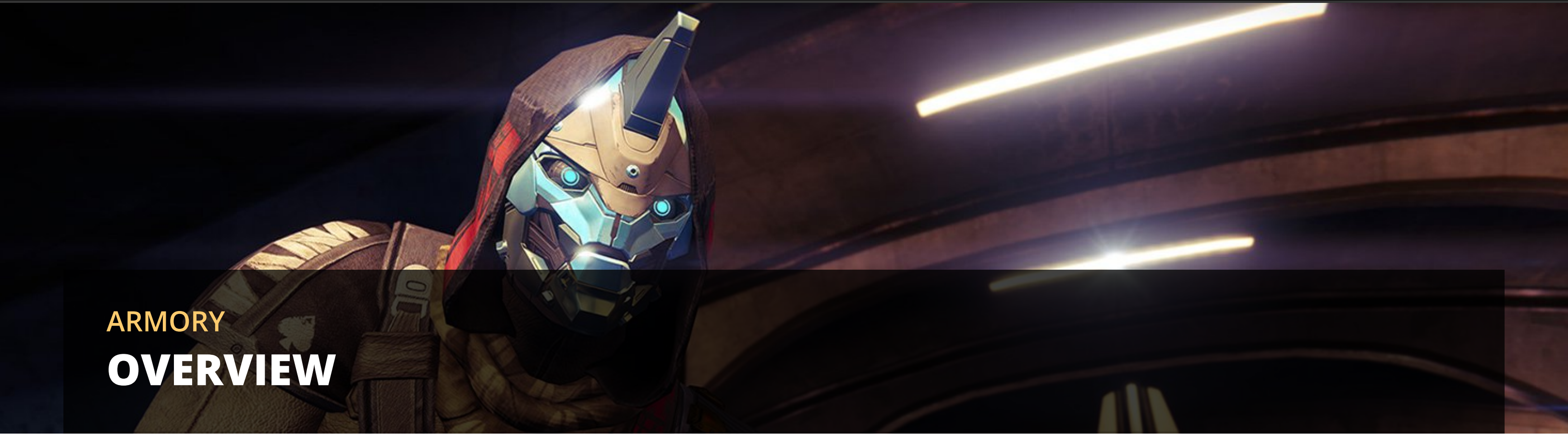
Anywhere on the surface of Mars, you can expect to encounter these Cabal troop transports. Arriving with a barrage of Solar fire from their turrets, they quickly deploy combat-ready Cabal forces onto the battlefield.

Harvesters typically only bombard you with turret fire while they are deploying troops, but they may remain on the battlefield during certain encounters, continuing to pound your Fireteam with supporting fire.

Tactics

It's possible to destroy the Harvester's turrets. If a Harvester has deployed its troops and remains on the battlefield, you must eliminate its firepower to engage the Cabal safely.

Because the Cabal are packed together and vulnerable for a moment as they deploy, this is an ideal time to hit them with an explosive weapon or super move. Just don't expose yourself to too much turret fire, and be aware that an overly aggressive play can leave you in a very bad situation if you don't eliminate all of the deployed forces.

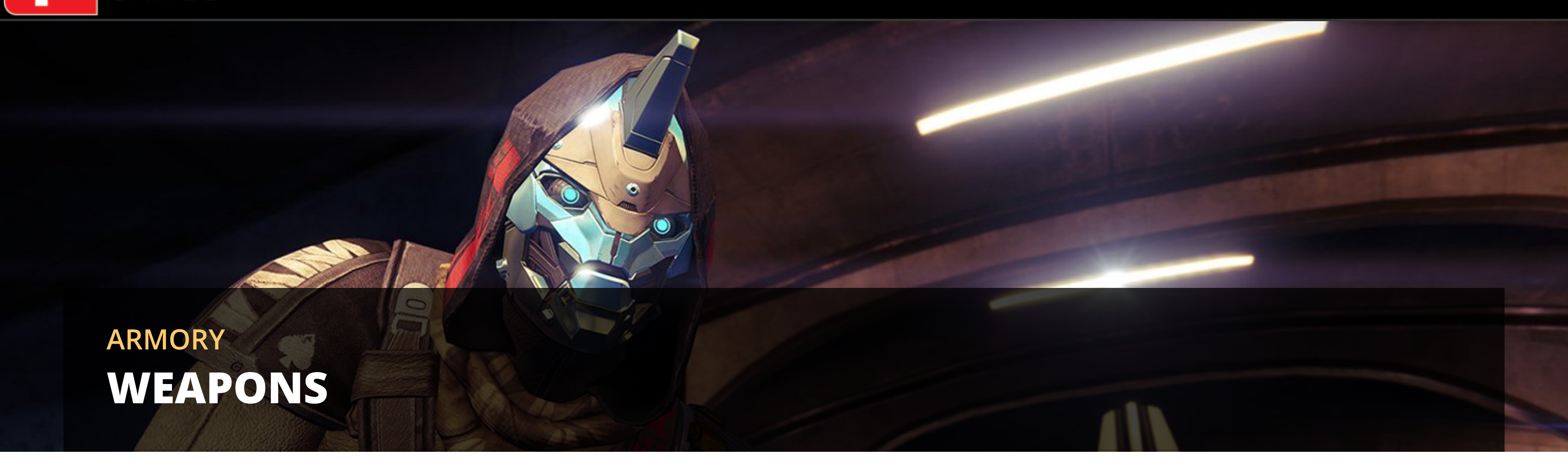


ARMORY

OVERVIEW

Welcome to the Armory. This section examines all of the arms and armor available to outfit your Guardian. The proper equipment can greatly enhance the power of your Guardian, and knowing what to look for in a weapon or piece of armor is important. There is an entire constellation of weapons available for you to find and earn out there in the solar system, and this chapter breaks down the core mechanics behind every weapon you can find in the game.

This chapter also discusses the mods that can appear on weapons and armor, and it outlines how you can assemble complementary sets of armor that work best with your weapon choices and your specific specialization. Over time, you assemble an arsenal of weapons and a literal locker filled with armor choices. No weapon or piece of armor is perfectly suited for every situation in Destiny, so learning what to use and when to use it is a vital skill for an aspiring Guardian.



ARMORY

WEAPONS

A Quick Word about Balance

Destiny will change over time. This is a simple truth about the online world of Destiny. It is not a static place, so events will come and go, new content will be added, and old content will be polished. And when it comes to weapons in particular, your deadly tools of destruction on the battlefield in PvE and PvP conflict, you can expect outliers to be tuned, tweaked, and adjusted.

If a weapon is wildly powerful to the point where other choices don't actually feel like truly viable options, expect it to get toned down a touch. Likewise, if a weapon you love consistently underperforms, expect it to be bumped up a notch or two. This is, of course, true across the entire game for all aspects of gameplay, but we're mentioning weapons in particular because they are so critical to the gameplay experience.

When you're playing an FPS, your gun is often the language you use to speak to the game. Speak loudly!

With a few notable exceptions for those weapons known as Exotic, the weapons in Destiny are somewhat fixed but somewhat randomly generated. Two weapons of the same name can have completely different mods. Weapons with different names have different basic stats.

However, while the stats and the mods change from weapon to weapon, all weapons in the game belong to basic templates called archetypes.

Essentially, for each different weapon class in the game (from auto rifles to machineguns), several different archetypes define how a weapon behaves in broad strokes. It doesn't make every weapon of that class and archetype exactly the same, but it does mean that if you enjoy the way a particular archetype handles, you should look out for more weapons of that basic template.

These archetypes are not explicitly shown anywhere in the game, but the name of any given weapon is always a weapon of a certain archetype. This chapter includes tables showing the links between weapon names and their base archetypes.

Additionally, you can learn to recognize the ones you most enjoy using over time, and you can use the charts in this chapter to aid in spotting archetypes at a glance.

What this means as you hunt for the very best gear in the game is that you can search for specific auto rifles that have a fire rate, recoil pattern, and range that feels comfortable to you.

It is also very likely that two or more of the archetypes for any given weapon class will suit your personal tastes. You may also find that you prefer some weapons for PvE and some for PvP.

Keep in mind that while the archetypes define a range of stat possibilities for a weapon, the combination of the extremes of those ranges and the random mods that appear on a weapon can make one weapon handle very differently from another within the same archetype.

And a Word about Damage...

Before you freak out about the possibility of wildly powerful weapons destroying you in PvP, understand this: every weapon in the game has a tightly controlled damage range. The rule of thumb is that weapons with lower fire rates have higher damage, and vice versa, but overall, all weapons have carefully tuned damage values.

Player abilities and weapon mods can affect damage, but in PvE (and PvP where Level Advantages), your level and your Attack stat are usually the greatest influence on your damage output, rather than the random mods you can find on weapons.

In PvP outside matches where Level Advantages are enabled, level and Attack stats do not affect damage, so whether you are using a Level 5 Common weapon or a Level 20 Exotic, you will deal the same damage. In the case of normal Crucible PvP, temporary damage mods are one of the few ways you can increase damage on your weapon, and almost every such mod requires you to earn thedamage bonus.

Weapon Attributes

Take a breath, Guardian, it's time to dive deep. This section delves into the specifics of how the weapons in Destiny are assembled. This isn't simply a list of all the weapons that you can find. Instead, it is a look at the weapon DNA for every possible gun in the game.

For general PvE play and casual PvP, you do not need to know every detail about your weapons. But once you reach Level 20 and you begin exploring the upper reaches of PvE difficulty and competitive PvP, you're going to want every edge you can get.

This information is intended to help you make decisions about your weapons for the long haul—what to equip, why to equip it, what to look for, and how to choose the weapons that best suit you (as well as how to find more of them). First, you should learn about the basic parts that make up a weapon.

Weapon Class

A class is what the weapon actually is, such as an auto rifle, a sniper rifle, or a machinegun. All weapons of a given class and rarity have the same potential pool of weapon mods. Two weapons of the same name, rarity, and level have identical basic stats (though they still have random mods).

Primary	Special	Heavy
Auto Rifle	Fusion Rifle	Machinegun
Hand Cannon	Shotgun	Rocket Launcher
Pulse Rifle	Sniper Rifle	—
Scout Rifle	—	—

Weapon Archetype

As the "heart" of the weapon, the archetype defines the stat ranges a weapon can have. There are many weapons of each archetype in the game. So, while two "Balanced" auto rifles possess similar attributes, within those ranges, one can have a minimum value for one stat and the maximum for another.

Check the archetype charts in this chapter to see all the various stat ranges for the different weapon classes in the game.

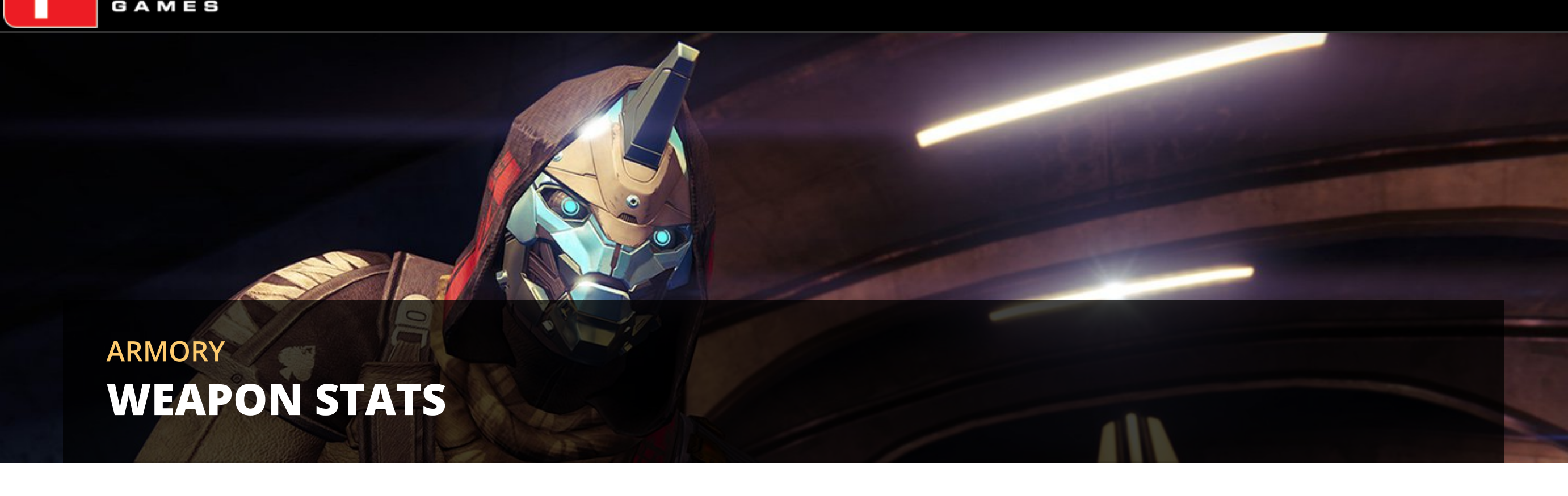
Use the archetype name tables to look up which weapons belong to which archetypes as you find them. Also, use the tables when shopping for weapons in the Tower, especially when you are considering spending limited currencies.

Use the mod stat charts to see how you can affect the stat ranges of a given archetype. The correct mods can push a weak stat to a strong one, but they might be wasted on a weapon that already has a good stat range.

Auto Rifle Archetypes	Description	Pulse Rifle Archetypes	Description	Scout Rifle Archetypes	Description	Hand Cannon Archetypes	Description
Balanced	Well-balanced and usable.	Balanced	Well-balanced and usable.	Balanced	Well-balanced and usable.	Balanced	Well-balanced and usable.
Lightweight	Quick handling and reload, smaller magazine, and weak range.	Lightweight	Quick handling and reload, smaller magazine, and weak range.	Lightweight	Quick handling and reload, smaller magazine, and weak range.	Lightweight	Quick firing finesse, quick reload, short range.
Stable	Accurate, solid magazine, lower range.	Stable	Accurate, solid magazine, lower range.	Precise	Steady, accurate, improved range.	Precise	Steady, accurate, improved range.
Precise	Slow firing, accurate, improved range.	Precise	Accurate, improved range, puts rounds on target.	Rapid	Rapid firing, short range.	Powerful	Slow firing, long range, big kick.
Rapid	Spray bullets, poor range, harsh recoil.	Rapid	Fast firing, deep magazine, poor range.	Marksman	Slow firing, long range, big kick.	—	—
—	—	Marksman	Long range, accurate.	—	—	—	—

Fusion Rifle Archetypes	Description	Shotgun Archetypes	Description	Sniper Rifle Archetypes	Description
Balanced	Well-balanced and usable.	Balanced	Well-balanced and usable.	Balanced	Well-balanced and usable.
Lightweight	Quick charge, short range, quick handling and reload.	Lightweight	Quick firing, short range, quick handling and reload.	Lightweight	Quick firing finesse, quick handling and reload.
Precise	Stable, easy to keep on target, slow charge.	Precise	Slow firing, accurate, improved range.	Precise	Steady, improved range, reduced recoil.
Rapid	Excellent charge, short range, deep magazine.	Powerful	Very slow firing, long range, big kick.	Marksman	Slow firing, long range, big kick.
Powerful	Slow charge, long range, big kick.	—	—	—	—
—	—	—	—	—	—

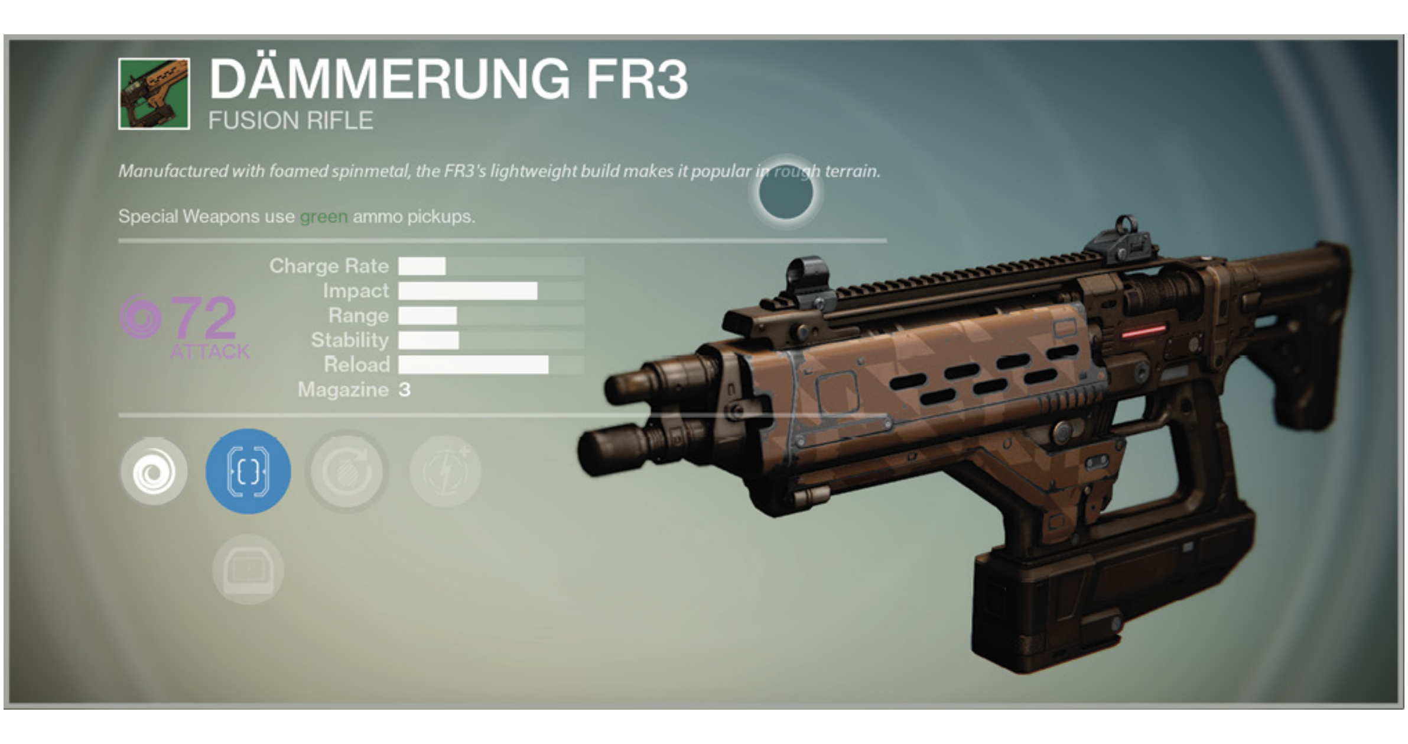
Machinegun Archetypes	Description	Rocket Launcher Archetypes	Description
Balanced	Well-balanced and usable.	Balanced	Well-balanced and usable.
Stable	Accurate, lower range, reduced handling and reload.	Precise	Fast, accurate rockets with low blast radius.
Precise	Long range, accurate, improved reload.	Rapid	Quick firing, small blasts, larger magazine.
Rapid	Spray bullets, close range, harsh recoil.	Powerful	Powerful rockets, harsh recoil.
Powerful	Ponderously slow, devastating bullets, long range.	Heavy	Powerful but slow rockets.
—	—	—	—



ARMORY

WEAPON STATS

Weapon stats define how a weapon behaves. All weapons of the same name have the same base stats. Note that because two weapons of the same name can have different mods, they can still end up with different final stat values!


DÄMMERUNG FR3
FUSION RIFLE
Manufactured with foamed spinmetal, the FR3's lightweight build makes it popular in rough terrain.
Special Weapons use green ammo pickups.
72
ATTACK
Charge Rate
Impact
Range
Stability
Reload
Magazine 3

Also, there are a few weapon stats that are “hidden” (that is, not visible on the in-game stat display). Optics, Handling, Recoil, and maximum Inventory ammo stats aren’t shown on your weapon. Note that a higher maximum inventory ammo also boosts the amount of ammo you spawn with when you begin an activity

Stat	Effect
Rate of Fire	How quickly the weapon fires
Impact	Damage dealt per shot
Range	Distance at which you can deal 100% of your Impact damage
Stability	Dampens recoil
Reload	How quickly you reload
Magazine	The size of your magazine
Charge Time	Time to charge a fusion rifle
Blast Radius	The size of the blast zone from a rocket
Velocity	How fast a rocket travels

Stat	Effect
Optics	Zoom factor, multiplies Range stat
Handling	How quickly you ADS, raise, and lower your gun
Recoil	Affects direction of gun kick
Inventory	Boosts ammo reserve, affects initial spawn ammo and max possible capacity

Rate of Fire

How quickly your weapon fires repeated shots.

Rate of fire applies to full-auto firing mode for auto rifles; for semi-auto weapons, it applies to how quickly you can pull the trigger. High rate of fire weapons can have issues with recoil control. Either seek out weapons with high Stability stats, or use them at shorter distances.

Impact

Base damage dealt per shot.

Remember that in PvE and PvP where Level Advantages are enabled, your Attack and your Level stats modify this amount.

Against higher-level targets, you deal lower damage, and vice versa against lower-level targets. There are very few mods that directly affect the Impact stat. Most have conditional triggers you must fulfill before you can get the damage boost.

As a general rule while leveling, if you have two weapons (of the same class) with Attack values that are similar, the weapon with more Impact will still hit harder on enemies around your level. Once you are looking at weapons a few levels higher that have considerably higher Attack values, even a hard-hitting, slow-firing weapon starts dealing less damage than a weaker but faster-firing weapon.

Also, don’t go trying to compare Impact values directly across weapon classes. They are very much apples and oranges (for example, sniper rifles hit harder than auto rifles).

Range

The distance at which the weapon remains effective.

Range determines the distance that your shots hit for 100% damage before they begin falling off to 50% damage. Range also affects the minimum and maximum size of your “bloom” circle when hipfiring (and a small fraction of that circle is used for ADS accuracy, as well).

Range is a very important stat for long-range combat, for obvious reasons. What is not obvious is that sights provide a range multiplier, and so the exact same weapon with or without a long-range sight can perform far, far differently when shooting distant targets. Beyond the maximum range of your weapon, damage falls off steadily until you reach 50% of your normal damage amount. For weapons with poor Range stats, this can make them very inefficient for fighting distant targets. Choose a weapon (and a sight) that suits the mission or PvP map you are entering!

Range also plays a role in accuracy when you are firing your weapon, so weapons with a good Range stat tend to be easier to handle when you’re firing at distant enemies.

Fusion rifles do not suffer damage falloff, so sights are not as vital for improving long-range damage. However, range affects fusion rifle projectile speed. The blasts travel more quickly when you have a mod like Hammer Forged equipped, making it easier to hit a target at medium range with more of the shot. “Range” is also essentially the same stat for Rocket Launcher’s projectile speed.

Important! Sights Multiply Range while ADS

Don’t miss this tip: when you equip your weapon with a sight and go into ADS, the zoom factor provides a direct multiplier to the base range of the weapon. Equipping a 2x zoom sight doubles the distance from which you can deal maximum damage. Unsurprisingly, sniper rifles tend to have the highest zoom factor sights. Combined with a high base damage to begin with, this gives them the best-long range performance of any weapon.

For primary weapons, switching between iron sights or a scope can completely change the character of a weapon. You can switch to irons for close-quarters combat, and use a more powerful scope for long-range outdoor combat. Of course, more intense magnification also tends to harm your ability to fight effectively at close range, and you often pay a cost in Stability or Handling characteristics for more sophisticated sights, or sometimes even Range…

Stability

How hard your weapon kicks when you fire it.

Stability represents how much your weapon jerks in your hand when you are ADS. It also affects view kick when you hipfire a weapon (though Range has control over how large your bloom circle is).

High-stability weapons are generally much easier to handle, and other than Impact, this stat has the greatest effect on your outgoing damage. Landing more precision hits and missing fewer shots both improve your damage output.

Prize primary weapons with high Stability stats and mods that grant bonus Stability, as these make for lethal mid- to long-range tools. Special and heavy weapons don’t always need amazing Stability scores. Depending on the weapon in question, you may find that handling the recoil doesn’t trouble you.

Reload

How quickly your weapon can be reloaded.

Reload is a simple but important stat. Weapons in Destiny do not reload more slowly whether your magazine is empty or not.

In PvE, Reload can improve your sustained damage output, giving you more time firing and less reloading, and occasionally saving you from a rushing enemy. In PvP, it can save your life if an opponent rounds the corner just as you finished a battle.

There are also quite a few player abilities and weapon mods that interact with Reload, either speeding it up or giving you bonuses for reloading.

Reload Cancelling

Here’s a useful trick for speeding reloads: you do not have to wait for the full reload animation to complete before the ammo is actually in the magazine. The instant you see the ammo counter increase, your gun is considered reloaded, even if you cancel the remaining animation time.

For almost all weapons, the time that the ammo actually reloads coincides almost perfectly with the sound effect and the animation of the magazine being inserted into the weapon.

You can cancel the remaining animation by sprinting, switching weapons twice quickly, meleeing, or throwing a grenade. The most practical application of this technique is sprinting. By reloading and then sprinting out of the full animation, you save time that you would otherwise spend walking. This sounds really minor, and it is most of the time—except in PvP, where fractions of a second count.

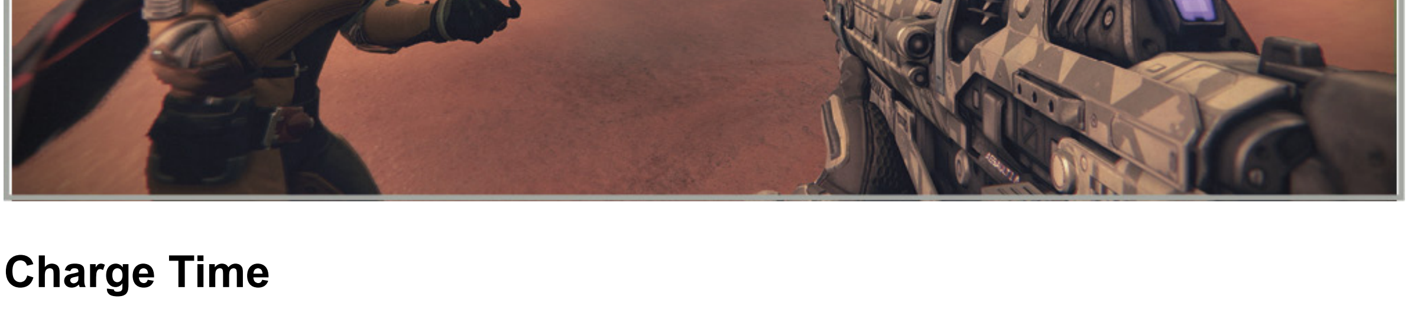
If you reload-cancel all of your reloads, even by simply “sprinting” one step, you can functionally speed the reload time of all of your weapons. With practice, this technique becomes completely second nature. You won’t even think about it consciously, as you’ll be performing it automatically after every reload.

Don’t try this if you’re still actively engaged in combat (whether in PvE or PvP). However, in any other situation, it shaves a bit of time off every reload.

Magazine

The amount of ammunition your weapon can hold.

This is a simple but important stat. Not every weapon of the same archetype has the same amount of ammo, and mods can boost this number even higher. Sniper rifles and rocket launchers have less variance in their magazine sizes; both weapons have much smaller magazines compared to other weapon types.



Charge Time

How quickly the weapon fully charges its lethal burst of energy.

This stat is exclusive to fusion rifles. A quick charge time makes for an easy to use close-range fusion rifle. But in PvP, don’t expect to beat a shotgun at point-blank range, even with a very short charge.

In PvE, the charge time can influence how you utilize cover, with longer charge times allowing you to stay behind hard cover while you prime the charge, stepping out for just a moment to unleash a powerful blast.

One critically important point: changing the Charge Time stat affects damage. If you have a slow charge time, you’re going to hit harder, but if you have a fast charge time, your shots are weaker. You must decide if you want all your damage dealt in one big, slower burst, or distributed across several weaker but faster blasts.

Blast Radius

Both the size and the potential damage of a blast.

This stat is exclusive to rocket launchers. Blast damage falls off from the center of the explosion. A large blast both increases the number of targets you can hit and improves the damage dealt to opponents not directly at the center of the blast.

Velocity

The speed at which rockets travel once fired.

This stat is also exclusive to rocket launchers. High-velocity rockets are much more effective at hitting nimble targets at medium range, while slower ones can be unreliable when aimed at distant targets.

Keep in mind that fusion rifles do have a “hidden” Velocity value, as well: their Range stat affects the speed of the fusion blasts. Fusion beams travel much faster than rockets, but they are slow enough that hitting distant targets can be difficult.

Handling

A combination of the time it takes to enter ADS fully, and to stow or draw a weapon.

These three traits are referred to as ADS, Away, and Ready. Some mods can specifically modify one of the Handling “children” independently of the whole Handling parent stat. A weapon with good handling characteristics feels light and snappy. You ADS quickly, bring your weapon up from sprinting faster, and can switch to and from it quickly.

In PvE, good handling simply makes a weapon feel good, and comfort matters when you’re fighting hundreds (or thousands…) of enemies. Handling has a very slight and subtle but important role in PvP combat. Fractions of a second can kill in a tight contest, so Handling stats can influence the outcome of a firefight, though this generally has less of a noticeable impact on your performance than the Stability or Range stats.

One note: combining weapons of different classes with high Handling characteristics can make for fast weapon swaps in PvP, and this can enable some nasty weapon-switching combos to secure kills. Experiment with weapon pairs that have good handling or Ready/Away mods on them to test out quick swaps.

Optics

The weapon’s zoom factor while in ADS.

Each base weapon class has a different default zoom level while you are using iron sights, and attaching a scope can completely change the maximum zoom of a weapon. Optics interacts with the Range stat to determine long-range damage and aid in long-range accuracy.

Optic Bonuses

Optic bonuses from sights simply add directly to the base zoom factor of a given weapon.

A 0.8x long-range sight on an auto rifle would give you 2.3x zoom, while a more mild red dot might only give you 0.2x, for a total of 1.7x zoom.

Unsurprisingly, sniper rifles have high base zoom, and their scopes give strong Optics scores, as high as 5x for a total zoom factor of 9x!

See the sights tables for the full list of effects that various sights have—sights can also impact Handling, Range, Reload, and Stability.

Primary	Special	Heavy
Auto Rifle: 1.5x	Fusion Rifle: 1.5x	Machinegun: 1.5x
Hand Cannon: 1.7x	Shotgun: 1.2x	Rocket Launcher: 2x
Pulse Rifle: 1.7x	Sniper Rifle: 4x	—
Scout Rifle: 2x	—	—

Recoil

The direction and degree to which a weapon kicks when fired.

Very harsh recoil can bounce constantly left and right of center, while more precise weapons can almost stitch a straight line up center mass. This isn’t a stat that you modify directly as much as one that you interact with. The Stability value of your weapon, combined with its rate of fire and your own skill at managing recoil, determine how accurate you are with a given weapon.

What is important to know about the Recoil stat, however, is that direction and intensity are specific to each weapon in the game, and all fall within the Recoil values for each archetype.

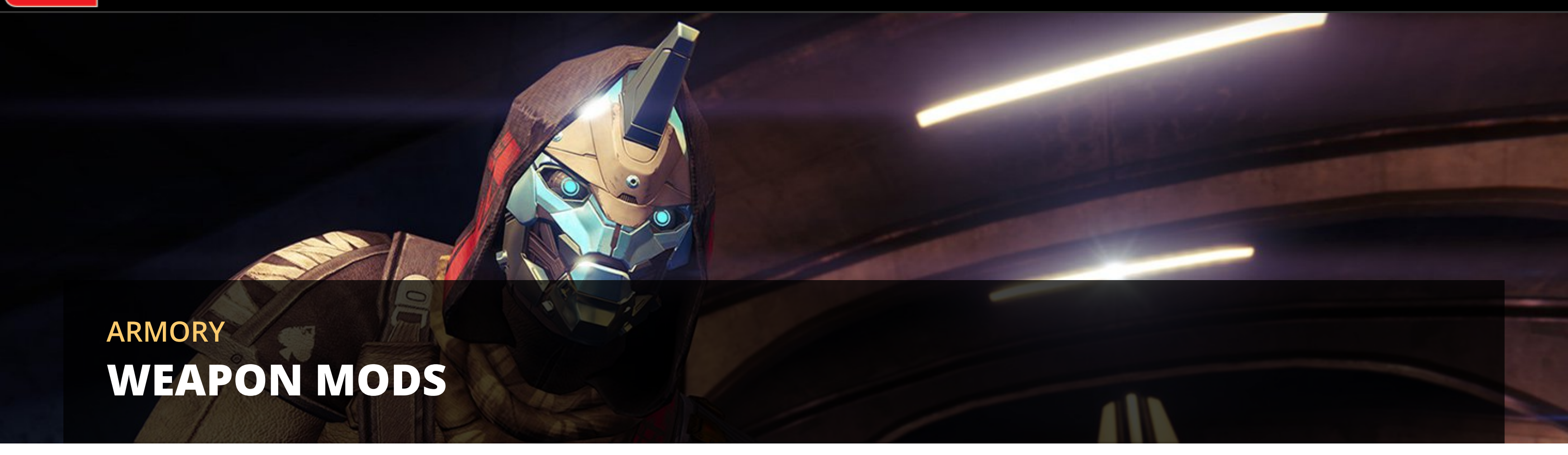
Recoil is a very personal preference—how much or little recoil you can tolerate, and which direction you prefer your weapon to kick in. As you accumulate your own personal arsenal of Legendary weaponry, use your knowledge of how a weapon of a specific name kicks to decide if you should spend valuable currency on vendor weapons of the same name, or if you need Stability mods to dampen the base recoil.

You can also use the recoil charts in this section to get a rough idea of how harsh the recoil can potentially be, though there’s no substitute for holding and firing the weapon yourself.

Inventory Max Ammo

The amount of ammo you can carry around in reserve.

Inventory is very useful for extended missions on high difficulty—remember, ammo restore consumables have a five-minute cooldown!



ARMORY

WEAPON MODS

Now comes the fun stuff: weapon mods influence all aspects of your weapon, from raw stats to functional gameplay changes. If you find two of the exact same weapon with different mods, they can handle completely differently.

Choosing a weapon in Destiny comes down to figuring out which weapons you like to use and which archetypes fit your playstyle. Once you know what you love, you need to find the right weapon, of the right archetype, with the right mods. Needless to say, this can take awhile...

But while you're hunting for the perfect weapon with the perfect mods, take some time to digest the information here. Some mods are well suited to PvE or PvP (or both!), some work better on certain weapon types, and others just come down to personal preference.

MOD CATEGORIES

Damage Type

A damage type can be Kinetic, Arc, Solar, or Void. Special damage types are vital when you are dealing with shielded enemies in PvE, but they have no effect in PvP. Remember that on Mythic missions in PvE, damage to enemy shields that is not of the proper element is penalized by 50%!

Sights or Barrel

Most weapons get a choice of three different random optical attachments. Remember, scopes have a dramatic impact on the behavior of weapons due to the zoom multiplier affecting the Range stat!

Shotguns and rocket launchers get a choice of three different barrels. Barrels modify weapon behavior a bit differently than the optics. You can choose and switch between any of the three sights or barrels available on your weapon at any time.

Vendor Weapons

The weapons on offer from the various vendors in the Tower have a fixed set of mods. It is possible to find the exact same weapon out in the field or as a random reward for various activities, but the odds are low, given the huge range of possibilities.

If you see a Legendary weapon of an archetype that you prefer with mods you like, jump on it!

Exotic Mods

One of the things that makes an Exotic weapon powerful and exciting is its Exotic mods. Exotics break some of the rules laid down here—you can find Exotic gear that has completely unique abilities.

How unique? How about a fully automatic hand cannon, or a sniper rifle that cloaks you while aiming? This is one of the reasons why you can only equip one Exotic weapon and piece of armor at a time! You can bend the rules, Guardian, but you cannot break them completely.

Primary Ability Mod

This is a mod from a list specific to the weapon class. Once unlocked, it is permanently active. These mods are generally effects that you must trigger to activate, though some are always effective.

First Upgrade

Boost this weapon's Attack power. Found on Uncommon or better weapons.

Stat Mod

This slot gives you a choice of three different powerful mods that affect the weapon's stats in a major way. While optics and barrels have some minor stat shifts, this slot can peg a weapon's stats in one category all the way to the cap (or beyond, in some cases).

As with optics or barrels, you can switch between any of the three stat mods at any time as needed.

Found on Rare or better weapons.

Secondary Ability Mod

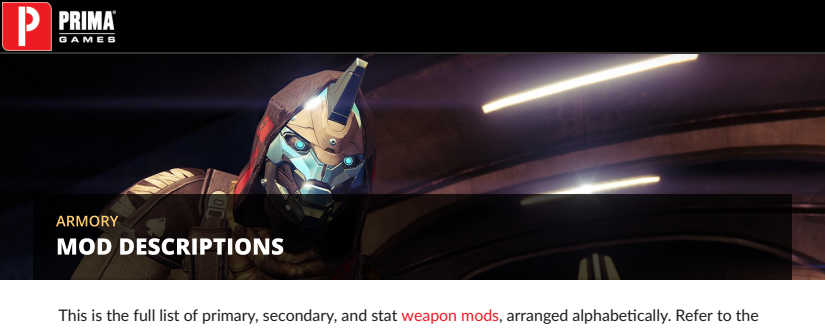
A second bonus mod, also specific to the weapon class. As with the first ability mod, it is permanently active once unlocked. This second mod is only found on Legendary and Exotic weapons.

Second Upgrade

Boost the weapon's Attack power again. Found on Rare or better weapons.

Ascend

Only present on Legendary and Exotic weapons, this is a three-stage boost to the weapon's Attack



ARMORY

MOD DESCRIPTIONS

This is the full list of primary, secondary, and stat weapon mods, arranged alphabetically. Refer to the mod lists for more information about exactly which mods can appear on which weapon classes and rarities, and in which mod slot positions.

Accelerated Coils (Fusion Rifle only)

+50 Charge Time.

Provides a huge boost to Charge Time. This is a very strong mod for Precision and Powerful fusion rifles, as they have naturally low base Charge Time. Lightweight rifles usually benefit less, and Rapid very little.

While this won't let you compete with a shotgun at point-blank range in PvP, it can give you a fighting chance if you're skilled at feathering the trigger to pre-charge your fusion rifle. In PvE, this is a useful mod if you find yourself fighting in the thick of firefights often. The extra charge time can give you a decent bonus to sustained damage output.

Remember that improving your charge time reduces damage per blast, so you lose some burst damage potential, though the tradeoff is increased damage over time.

In PvP, you may actually want a slower charge time if you are most concerned with one-shot kill potential. If you primarily use your fusion rifle as a finisher, a faster charge time is desirable. In PvE, the increase in overall DPS makes a higher charge time desirable for improved damage output, but be aware that you do burn more ammo over time.

> ### Stat Caps
>
> First, a quick rule of thumb for the stat bonuses listed here.
>
> The values for any given stat on a weapon (Range, Handling, Magazine, etc.) are shown as a range of possibilities from 1 to 100 on the tables.
>
> Direct numeric boosts cannot push a stat past 100. If your preferred weapon archetype has a high stat range (say, a Marksman scout rifle that caps near 80 Range), adding a strong Range-boosting mod like Send It may "waste" some of the potential value of the mod.
>
> On the other hand, percentage-based boosts can push a stat past its normal maximum. This makes stat mods like Quick Draw, Single Point Sling, and Snapshot especially noteworthy. This same concept applies to some Class abilities that can provide a percentage-based boost to a weapon's stats, potentially pushing it past its normal limit.
>
> Oh, and before you get super excited about the possibility of breaking Destiny's weapon balance over your knee, know that most percentage-based effects apply to Handling and Reload. They're very nice, to be sure, but you won't be finding huge static, always-on mods that boost your damage output. Sorry! Most damage-affecting mods (and abilities) tend to have conditions tied to their bonuses, making you work for your damage increase.

Armor Piercing Rounds

Causes rounds to penetrate targets.

A very useful mod in PvE, this lets your bullets punch through the first enemy you hit, striking anyone behind them. This can significantly boost your damage output in situations where you are fighting large groups of clumped adversaries, or while fighting in narrow hallways.

In PvP, it is less common for opponents to conveniently group up in a straight line for you to shoot, but it does happen, especially around doorways and in narrow halls. Scoring shots on two foes can tilt a fight in your favor.

Cascade

Sets reload speed to 150% of base.

Cascade kicks in after performing melee kills. In PvE, you can use Cascade when facing weak (or weakened) enemies, allowing you to reload incredibly quickly and continue your spree, possibly bolstered by a melee kill ability bonus.

Cascade is a fantastic mod if you make heavy use of melee combat in PvP. You can move into close-range firing, finish your target with a melee strike, and then reload almost instantly, ready for any follow-up targets.

Clown Cartridge

Every reload has a 25% chance of a 20% magazine bonus.

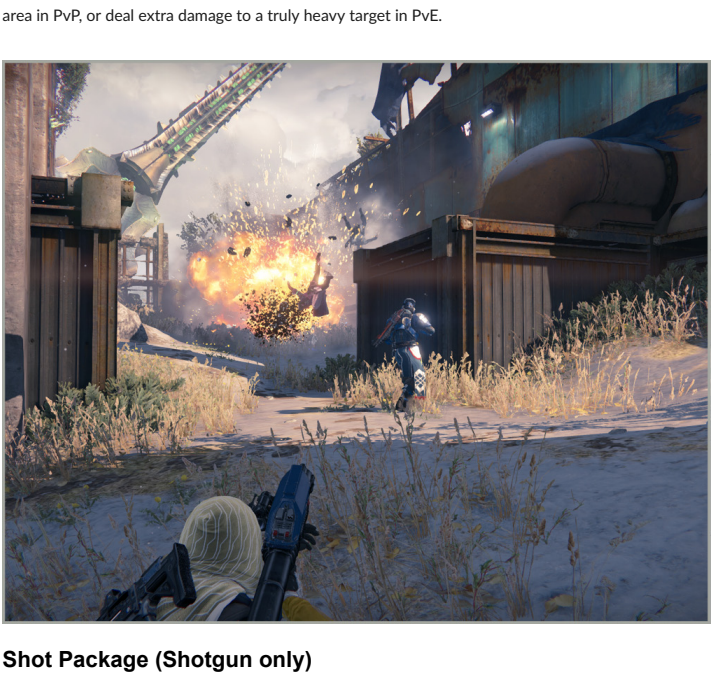
Only appearing on (and particularly nice for) weapons with small magazines to begin with, Clown Cartridge can get you a few extra high-powered shots out of a magazine. This is really nice in PvE for sustained damage over time and added ammo efficiency (say, over the course of an entire Strike), particularly if you happen to reload an extra rocket.

In PvP, this can influence the outcome of a firefight if you are down to your last few shots against a fresh target and have no time to reload.

Cluster Bomb (Rocket Launcher only)

Rocket detonation spawns cluster bombs.

More boom for your buck. This is a straightforward and powerful mod that boosts the damage output of your rockets. Upon impact, your rocket releases four cluster bomblets that deal 50 damage at their blast point with a 2-meter radius. This can easily result in collateral kills, help to briefly suppress an area in PvP, or deal extra damage to a truly heavy target in PvE.



Shot Package (Shotgun only)

Narrows pellet spread while in ADS.

Shot Package is a high-risk, high-reward mod for shotguns. In effect, it tightens your pellet spread, giving you a better chance of landing all of your shotgun's potential damage on target. The downside is that if you are even slightly off target, you may end up dealing no damage whatsoever.

Shot Package doesn't directly increase damage output. It simply guarantees that if you are on target with your shot, you are more likely to land the maximum possible damage that your shotgun is capable of.

In PvP, this all but guarantees a one-shot kill at short range. In PvE, this can extend the effective distance of your shotgun slightly while ADS, useful for hitting nearby adversaries while remaining in cover.

Counterbalance

Stabilizes recoil.

Counterbalance provides a 9% bonus to recoil control on top of the weapon's base Stability stat. Note that on Legendary-quality weapons, Counterbalance only appears on machineguns.

On a machinegun with a Stability value that is already near maximum, Counterbalance can push the weapon's Stability beyond what is normally possible. Needless to say, a highly stable machinegun is a highly lethal machinegun.

Crowd Control

Bonus damage for a short time after a kill.

Crowd Control provides a significant 15% damage bonus for three seconds after you score a kill. In PvE, Crowd Control is a very nice and very consistent damage boost, as downing a single enemy can start a chain as you drop one target after another.

In PvP, it won't help you in 1v1 situations, but it can absolutely make the difference in a high-intensity firefight. Crowd Control can also help you score those elusive multi-kills more often.

Custom Optics

+0.5x zoom.

A simple zoom modifier only available on scout and sniper rifles at the Legendary tier, this provides you with a little extra zoom.

You can combine Custom Optics with your choice of scope to adjust your overall zoom. Depending on the weapon in question and the scopes available to you, this might give you exactly the zoom level you're looking for. And if you really, really want the longest-range weapon in the game, a sniper rifle with the most powerful scope and this mod is it.

Damage Types

Arc, Kinetic, Solar, Void.

Not a mod in the traditional sense, every weapon only has one of these damage types. Oh, and if you look long enough and hard enough, you just might find a primary weapon with an element…

Damage types are vital in PvE combat, where you must hit enemy shields with the same element to inflict bonus damage. On Mythic difficulty, hitting a shielded adversary with the wrong element suffers a 50% damage penalty. Bring the correct tools for the mission you're tackling!

In PvP, your damage type does not matter, so feel free to use weapons that have stats and mods that suit your preference, without regard to their element.

Shoot to Loot

Shoot ammo to pick it up!

A fun and occasionally very useful mod, Shoot to Loot lets you "pick up" ammo from long range by shooting it with your weapon. This is particularly effective when you're fighting at long range, and it can be very useful for special or heavy ammo.

With Shoot to Loot, you can lay siege to an enemy group from long distance and keep your weapons stocked without breaking from cover or closing to engage your foes at short range. Shoot to Loot is generally more useful in PvE than PvP, but stealing a heavy ammo pickup from the opposing team at long range is a sweet move.

Double Down

Boosts ammo available when you spawn.

Useful on higher-difficulty missions where ammo efficiency can be a concern, Double Down is also nice if you heavily favor your special weapon in PvP.

Enhanced Battery

+100 Magazine, -30 Reload.

Enhanced Battery gives you the maximum possible magazine size for any fusion rifle. However, the greater weight also reduces your reload speed, with a hefty penalty to your Reload stat. This mod is still quite nice on Lightweight and Powerful archetype fusion rifles, as they have naturally small magazine sizes.

Explosive Rounds

Bullets detonate on impact.

A very unusual mod, Explosive Rounds gives your bullets a 2-meter explosion on impact. Note that this does not increase your damage directly against a single target. However, against multiple targets near each other, it can raise your damage output because the blast will hit the nearby enemies.

This is typically far more effective in PvE, especially against adversaries that love to swarm (say, Hive Thralls in narrow hallways). But there are still situations in PvP where you can inflict extra damage to a group of unwisely clumped opponents.

Remember that all blast damage in Destiny falls off from the center of the impact point, so when you're talking about single bullet damage spread out over 2 meters, you're not going to cause heavy damage at the outer edges of the explosion. That aside, this is a potential boost to AoE DPS, which matters in a good number of PvE encounters.

Extended Mag

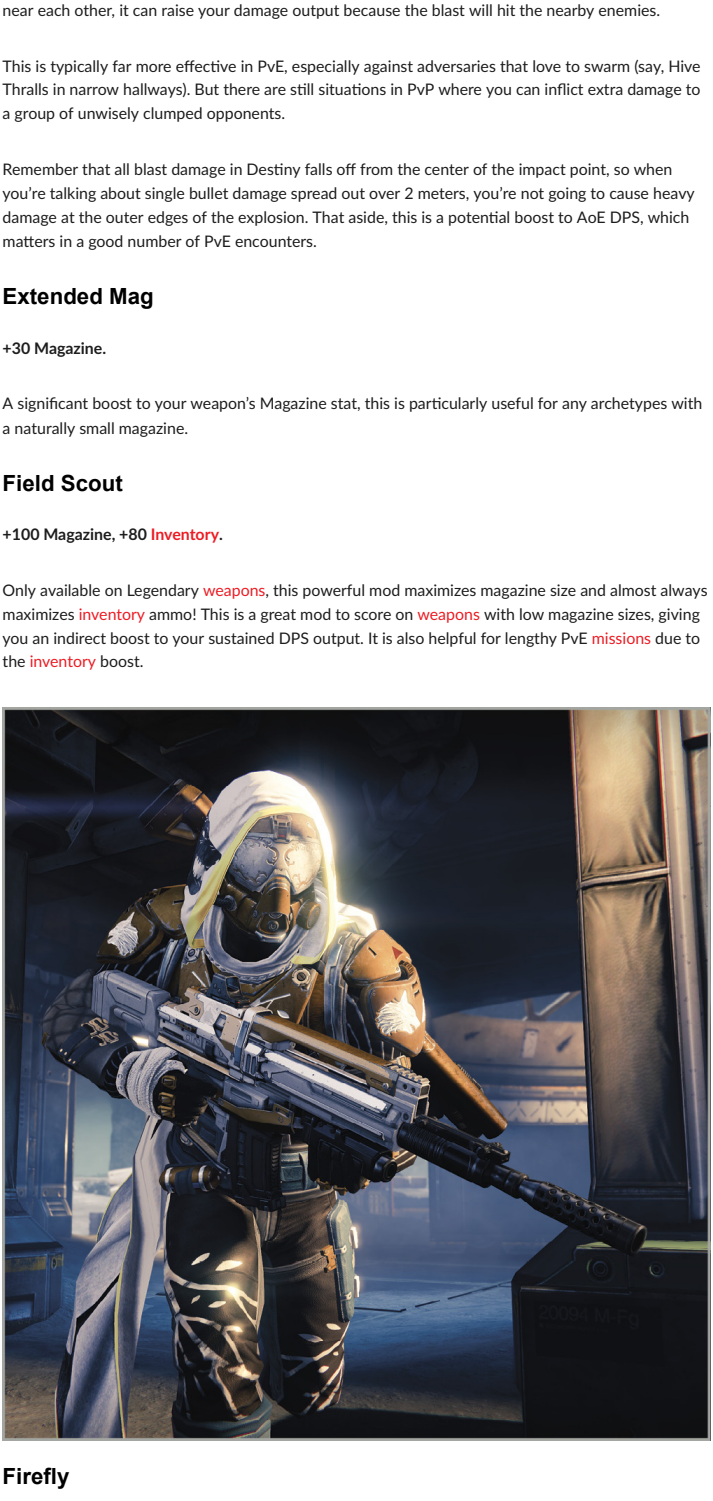
+30 Magazine.

A significant boost to your weapon's Magazine stat, this is particularly useful for any archetypes with a naturally small magazine.

Field Scout

+100 Magazine, +80 Inventory.

Only available on Legendary weapons, this powerful mod maximizes magazine size and almost always maximizes inventory ammo! This is a great mod to score on weapons with low magazine sizes, giving you an indirect boost to your sustained DPS output. It is also helpful for lengthy PvE missions due to the inventory boost.



Firefly

Precision kills cause a Solar explosion.

Firefly causes enemies killed with precision damage to explode as a 50 damage Solar blast with a 5-meter radius. Only appearing on Legendary scout and sniper rifles, Firefly is a very nice mod in PvE, as it essentially gives you free bonus damage on nearby enemies when you score precision kills.

As a very fringe benefit, you may occasionally be able to damage an enemy with a Solar Shield with the blast, but certainly don't rely on this as a serious source of Solar damage in higher-difficulty missions.

In PvP, it's less likely for opponents to be clumped up close enough for the explosion to routinely influence the outcome of a fight (though everyone's looking forward to multi-kill videos of exactly that). There are generally more consistently useful mods for boosting your damage potential.

Fitted Stock

+25 Stability.

A powerful Stability mod, Fitted Stock can push a low-stability weapon to the midranges, or a midrange all the way to cap. On weapons with naturally high Stability, some of the bonus is likely to be lost due to hitting your Stability cap.

Note that Fitted Stock only appears on scout rifles at the Legendary tier. As one of the few high-strength Stability mods with no downside, this gives scout rifles a slight edge in long-range stability among Legendary primaries.

Flared Magwell

+100 Reload, -10 Stability.

A massively powerful Reload mod, Flared Magwell instantly maximizes the reload speed of any weapon, albeit at a cost to Stability. This mod is ideal for weapon archetypes with naturally low Reload and high Stability values.

Keep in mind that there are a fair number of reload speed boosts in Class abilities and other mods that can push you past the Reload cap, so you can reach lightning-fast reload speeds with Flared Magwell equipped.

Hip Fire

Increased accuracy when hipfiring.

A strong mod if you favor aggressive mobile combat and melee, Hip Fire cuts your "bloom" circle by 33%. This enables you to fire more accurately while closing the distance for a lethal melee strike, or while moving in the open from cover to cover.

Note that weapons with a high Range stat have smaller bloom circles, and combining that with Hip Fire can give you the best possible hipfire accuracy. At the Legendary tier, Hip Fire only appears on fusion rifles, hand cannons, machineguns, and pulse rifles.

Full Auto

Converts weapon into full auto fire.

Only found on shotguns and pulse rifles, Full Auto simply converts the weapon from semi-auto to fully automatic. Full auto shotgun fire tends to be wildly inaccurate unless you're shooting into a massive horde of enemies (or a single incredibly tough enemy). For the pulse rifle, think of it as a way to score pulse rifle-specific mods on an auto rifle.

Glass Half Full

Bottom half of magazine does more damage.

One of the few damage-boosting mods that can be easily triggered, Glass Half Full is only found on auto and pulse rifles. Glass Half Full gives a scaling damage bonus that begins with a tiny boost to damage at half magazine, smoothly increasing to a 6% damage bonus at the bottom of the magazine as you empty it. Because the effect is so small, you're looking at a slight increase to your sustained DPS output, not so much a huge jump in burst DPS.

In PvE, be wary that this can encourage a more wasteful style of play when it comes to ammo management, which can be an issue on higher-difficulty missions. But that aside, as long as you don't waste rounds, this mod is a solid sustained damage boost in PvE.

In PvP, this mod can reliably give a slight bonus to your damage output, particularly in situations where you transition from a first target to a second (or even third). But be careful: trying to take full advantage of Glass Half Full by running around with a half-empty mag is asking for trouble.

Pair this mod with Reactive Reload for damage bonuses at the start and end of your mag!

Grenades and Horseshoes (Rocket Launcher only)

Rockets gain a proximity trigger.

There are two things in life where a near-miss counts (if you were wondering). Grenades and Horseshoes causes rockets to detonate when they come within 2 meters of a target, instead of when they impact a surface (or enemy).

Note that this can potentially reduce your damage output in some situations, such as a perfectly aimed shot into the heart of a large cluster of foes. Because the proximity fuse triggers the blast early, rather than when it hits ground zero in the middle of the group, it can change the shape (and damage falloff) of the blast. But that aside, a proximity trigger gives you leave to perform some stunts that you can't pull off with a normal rocket, such as firing over or beside cover to trigger an explosion when the rocket passes a target hiding in hard cover.

This is applicable in both PvE and PvP, and it can be particularly nasty against opponents trying to hide from you in an elevated position. Rockets are usually best from high ground, so proximity detonation flips that truism on its head.

Grenadier

Kills add 10% to grenade energy.

A simple and useful mod, effective in PvP and very useful in PvE. If your build is focused around spamming grenades, keep an eye out for this mod, especially for PvE builds.

Outlaw

Extremely fast reload after a precision kill.

The ranged equivalent of Cascade, granting you 150% of your base reload speed after a precision kill. Outlaw is a powerful mod in PvE, where chaining precision kills can give you almost no downtime between reloads. In PvP, a steady hand and sharp eye are rewarded with near-instant reloads, sometimes fast enough to get you a multi-kill instead of disengaging after one kill.

Outlaw is generally more effective in PvP if your playstyle (or the map) gets you into close- to medium-range scraps often. At long range, quick reloads are less vital.

Hair Trigger

Fires the instant trigger pressure is detected.

Hair Trigger is an unusual mod that affects how your weapon fires. Instead of requiring any significant depression on the trigger, Hair Trigger causes your gun to shoot immediately when any pressure is detected.

Hammer Forged

+40 Range, -10 Reload.

A powerful Range mod, Hammer Forged can easily peg the Range stat on several archetypes, or push an otherwise short-ranged weapon out to medium or long range. Hammer Forged is less useful for the archetypes with the best Range values, as some of the boost may be wasted.

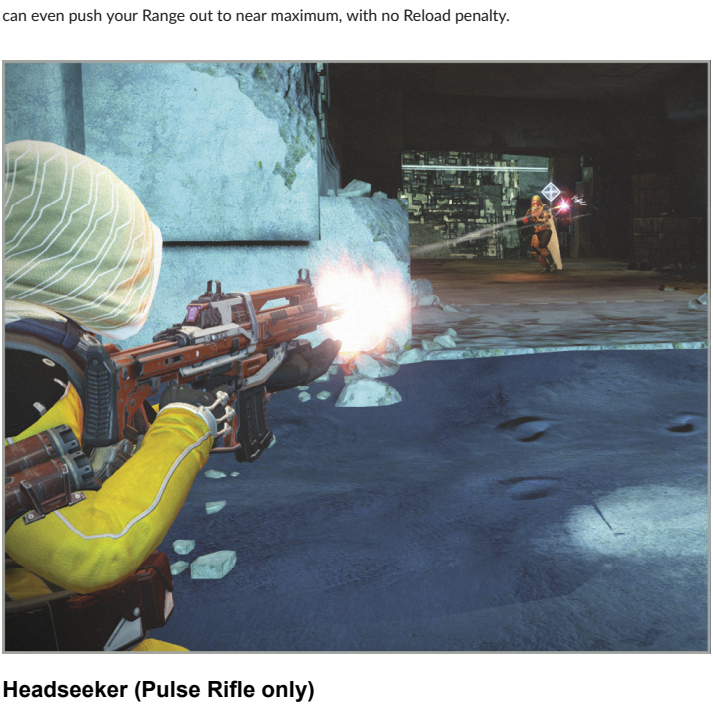
You pay for this significant increase in long-distance performance with a penalty to reload speed. This is generally not a major issue if you're keeping your fights at arm's reach, but be mindful of the loss at short range.

In general, this mod is best on weapons that have naturally good accuracy and stability because you get the most benefit in damage output if you can actually land the shots at a distance. If you find yourself fighting at short range frequently, there are other more suitable mods!

Hand Loaded

+20 Range.

Only found on Rare-quality weapons, Hand Loaded is the "baby" version of Hammer Forged. It is still a very significant Range increase, and until you find a Legendary weapon to replace your Rare, it can serve you extremely well on a weapon with a poor or average Range stat. For some specific guns, it can even push your Range out to near maximum, with no Reload penalty.



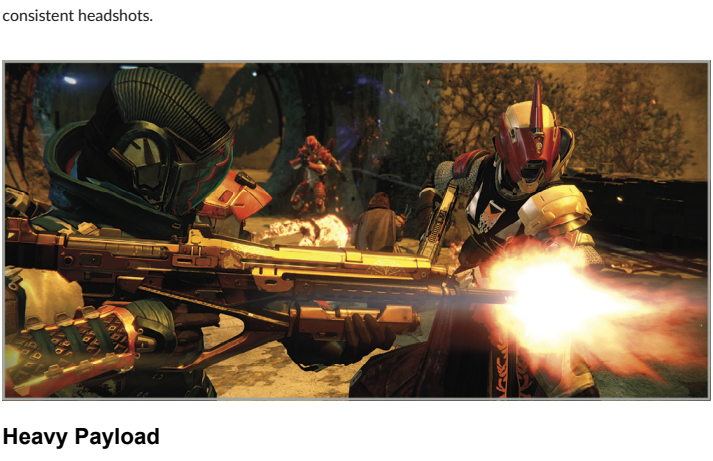
Headseeker (Pulse Rifle only)

Bonus precision damage on third hit of a burst.

This is a tricky mod to use well. Exclusive to pulse rifles, it provides you with a 25% extra precision damage boost if you can keep your crosshairs on target for the entirety of the burst or get them on target when the last bullet lands.

A quality pulse rifle with a high Stability value is a good choice for making effective use of this mod, giving you more control and margin of error for keeping your crosshairs glued to your target's weak point.

In PvE, this often results in a large sustained damage increase, particularly on tough targets where it matters most. In PvP, it can increase your lethality and time to kill if you're good enough to score consistent headshots.



Heavy Payload

+40 Blast Radius, -10 Velocity.

Slightly slower but much larger rocket blasts. Heavy Payload gives your rockets a devastating extra punch, and on rocket launcher archetypes with poor Blast Radius, this can bump them up to a medium range. On medium- to high-strength archetypes, you can often cap your blast size.

Heavy Payload's Velocity penalty generally isn't a major issue, either, as you aren't significantly affected if an already slow rocket launcher gets slightly slower. On fast-moving rockets, the penalty is minor.

High Caliber Rounds

Boosts flinch effect of your shots.

High Caliber Rounds do not increase damage, but they do increase the amount that your shots cause your target's view to flinch. In PvE, this can cause a literal flinch: it makes your rounds hit enemies harder, even though the rounds aren't doing more damage. In PvP, the effects of this mod are difficult to feel because your opponent is going to be feeling the mod—literally.

As a rule of thumb, don't expect HCRs to save you in a firefight against an equally skilled opponent at short ranges. However, as the distance increases, they can absolutely give you the edge in a firefight.

If you prefer to stay at medium to long range in PvP, High Caliber Rounds can improve your chances in almost every engagement. High Caliber Rounds only appear on scout rifles and hand cannons at the Legendary tier. Keep in mind that scout rifles and hand cannons already have naturally high Flinch values, but High Caliber Rounds push them even higher.

Final Round

Bonus damage at end of the magazine.

This mod gives you a 100% chance of dealing 33% more damage with the last shot in your magazine. In PvP, the last shot of a hand cannon, shotgun, or sniper rifle can inflict some serious damage. This mod is less useful on a scout rifle, as emptying your entire magazine and scoring a kill with the final round's damage boost isn't a common occurrence.

In PvE, this provides a very slight boost to overall damage output, as long as you remember to always dump your magazine. Don't get in the habit of wasting shots and ammo, but do accurately burn your whole mag on hostile targets.

You can also "prime" your shotgun or (especially) your sniper rifle by leaving a single round remaining and using it to deal a heavy hit when you begin an engagement.

Javelin

+40 Velocity, -10 Stability.

A powerful boost to rocket speed, this can aid in landing a rocket on target against enemies at medium range, but you suffer a bit of extra recoil. In general, firing at distant adversaries with a rocket is a waste of ammo, but with high enough Velocity, you can more reliably land devastating shots in PvE or PvP. Avoid wasting Javelin's boost on rocket launcher archetypes that have naturally high Velocity stats.

Unflinching

Heavily reduces Flinch.

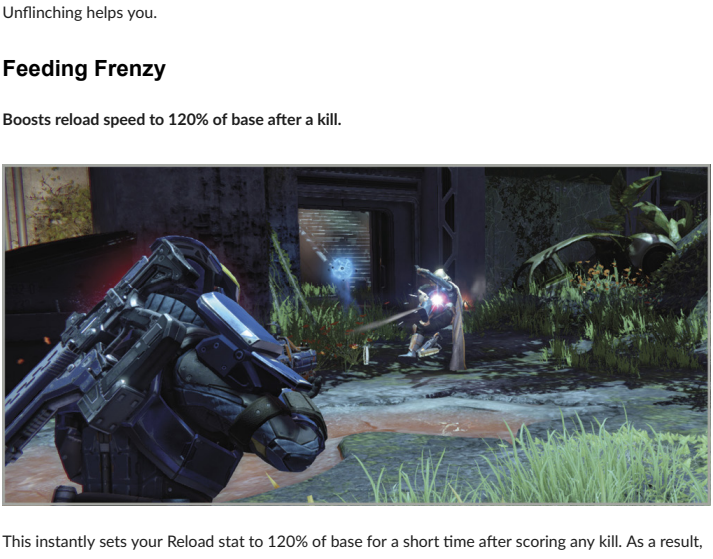
A subtle mod, Unflinching reduces the effect of incoming damage on your accuracy—that is, you flinch less when shot. The overall effect is a 33% reduction on incoming "flinch damage." This has a positive effect on your accuracy, though the exact benefit can vary considerably depending on the weapon you are using, how much incoming damage you're taking, and how difficult of a shot you are taking.

In PvE, there are generally better mods for boosting your damage output and accuracy. In PvP, where you are very frequently in a heads-up firefight against another player, minimizing Flinch can absolutely win battles, particularly at medium to long range.

Make a point of securing Uncommon or Rare weapons of different classes and the same name with and without this mod while you level. Test them out in combat, and decide for yourself how much Unflinching helps you.

Feeding Frenzy

Boosts reload speed to 120% of base after a kill.



This instantly sets your Reload stat to 120% of base for a short time after scoring any kill. As a result, it is one of the easiest Reload mods to activate.

As with the others, Feeding Frenzy provides a slight boost to sustained damage output in PvE, and it is more frequently available in PvP, as there are no specific conditions on the kill to trigger it. The boost is a little smaller than the more demanding variants, but the ease in triggering it is generally worth the slight reload speed loss, unless your build and playstyle perfectly suit one of the other options.

Feeding Frenzy appears on auto rifles and machineguns at the Legendary tier.

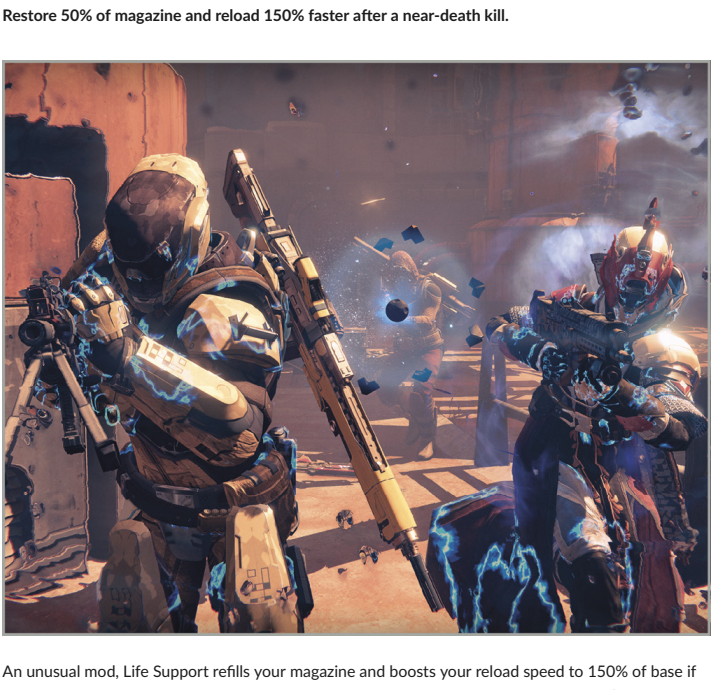
Kneepads

Enables long slide while equipped.

Specific to shotguns and fusion rifles, this mod gives you a faster and longer-range slide while equipped. This is particularly nasty for corner-sliding attacks in PvP. While sliding is usually less important in PvE, this mod can help you slide to cover from a longer range. Note that this mod does not stack with a Hunter's longer slide ability.

Life Support

Restore 50% of magazine and reload 150% faster after a near-death kill.



An unusual mod, Life Support refills your magazine and boosts your reload speed to 150% of base if you drop below 20% of your max health and manage to kill the enemy you are fighting. (Earning yourself a Close Call medal triggers this mod.)

In PvP, this can give you a surge of ammo to follow up on a second nearby foe and a faster reload right after, but if you are that badly wounded in a fight, pulling off the follow-up is difficult at best. In PvE, this can result in some "free" ammo gained over the course of a mission. However, given the very specific (and dangerous) condition for triggering this, there are safer mods out there to improve ammo efficiency.

Lightweight

+2 Agility when weapon is equipped.

A simple and very useful mod, Lightweight raises your Agility slightly, giving you a boost to movement and jump speed. If you favor Agility as a Class stat, this can push you up to and beyond your normal Agility limit. However, don't expect the slight boost to pull you past sluggish if you totally abandon Agility abilities as a Titan or Warlock.

A quick tip for Hunters: the speed gains are sharper past 10 points of Agility, so max Agility Hunters can get a nice overall speed boost from capping Agility and taking Lightweight.

Luck in the Chamber

33% bonus damage on one round in the magazine.

Feel lucky? If you are, in fact, lucky enough to score the bonus damage when you land a headshot (especially with a slow-firing, high-impact weapon), this can be a decisive kill shot in PvP.

Given the hand cannon and shotgun's normally small magazine sizes, this can be a powerful (if somewhat erratic) damage mod in PvP combat. There's a decent chance you'll get the damage bonus during a fight, sometimes even in a 1v1 fight, and it can tip the odds in your favor. Scout rifles don't benefit quite as much, though a low-magazine, high-damage scout rifle can still land some solid damage with precision shots at long range. And, if you're at long range, you have more time to empty a magazine fully while staying safe.

In PvE, this is a guaranteed damage bonus as long as you drain the magazine, but it is a small one similar to Final Round. There are generally other more effective mods to boost your damage output.

Metal Detector (Fusion Rifle only)

Increased chance for ammo drops.

Only found on Uncommon fusion rifles, Metal Detector simply increases your chances of finding more special ammo. This is a useful mod to find on a fusion rifle while leveling, though you are likely to replace it once you start finding Rare and Legendary weapons.

Mulligan

5% chance to reload a round into the magazine per shot.

Let's try that again… This mod gives you a chance to reload your weapon with another shot instantly, but only when you fire and miss. Don't expect this to trigger often with a rocket launcher, but when it does, it is a sweet feeling indeed.

This isn't a bad mod for sustained damage in PvE. It is functionally a percentage bonus to mag size that combines with Magazine stat mods, giving you the longest possible sustained damage output, particularly with a scout rifle. In PvP, it can occasionally save you from a reload in combat against multiple opponents, and you may earn an extra round every now and again with your sniper rifle or rocket launcher. Here, it's a nice mod.

Perfect Balance

+35 Stability, -20 Range.

A powerful Stability mod with a cost, Perfect Balance gives you a big Stability boost, but you pay for it with a significant Range penalty. Note that when combined with a strong sight, you can still deal full damage out to a good distance, but Perfect Balance isn't ideal if you prefer using iron sights at a medium distance.

Performance Bonus

25% chance to grant bonus ammo into inventory on a kill.

A simple but useful mod for PvE, Performance Bonus can improve your overall ammo efficiency significantly on lengthy missions with a lot of hostiles. The amount of ammo you gain depends on your specific weapon: 6 for pulse rifles, 3 for scouts, 2 for hand cannons, 5 for fusion rifles, 3 for machineguns, and 1 each for shotguns and sniper rifles.

In PvP, it is generally less useful, although landing this mod on a sniper rifle and getting a bit lucky can make for some nice streaks without stopping to refill. Sadly, this mod does not appear on machineguns at the Legendary level. Sorry about dashing your dreams of endless action-movie heroism.

Private Eye

50% bonus zoom when crouched.

Only appearing on weapons at the Uncommon and Rare level, Private Eye gives you a massive zoom boost while crouching. Private Eye is very useful on precision weapons while you're leveling in PvE, giving you added zoom only when you want or need it.

Quick Draw

+100 Handling, +10% Ready, +10% Away.

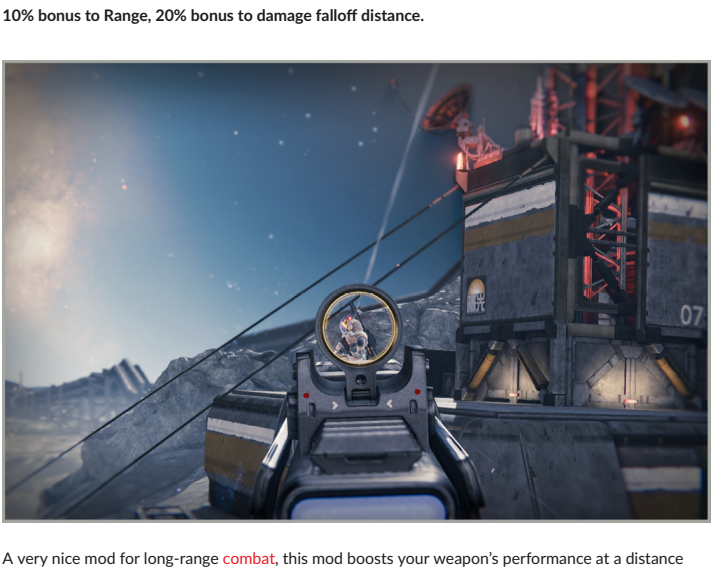
The queen of Handling mods, Quick Draw maximizes your ADS, Ready, and Away time with any weapon, and it also provides a boost to Ready and Away times beyond the normal cap for your weapon.

Because Handling is generally a subtle stat in terms of its effects on performance, Quick Draw doesn't have the overt power of Range- or Stability-boosting mods. Still, if you find a weapon with this mod on it, you will absolutely find it pleasing to use.

Instantly snappy ADS times and much faster raise/drop times for your weapon make for a smoother gunplay experience all around, help you get on target more quickly, and let you recover from sprinting or switching faster. Quick Draw doesn't have the maximum potential ADS speed of Snap Shot or the maximum potential Ready/Away times of Single Point Sling, but it does provide an all-in-one Handling package that is extremely powerful.

Rangefinder

10% bonus to Range, 20% bonus to damage falloff distance.



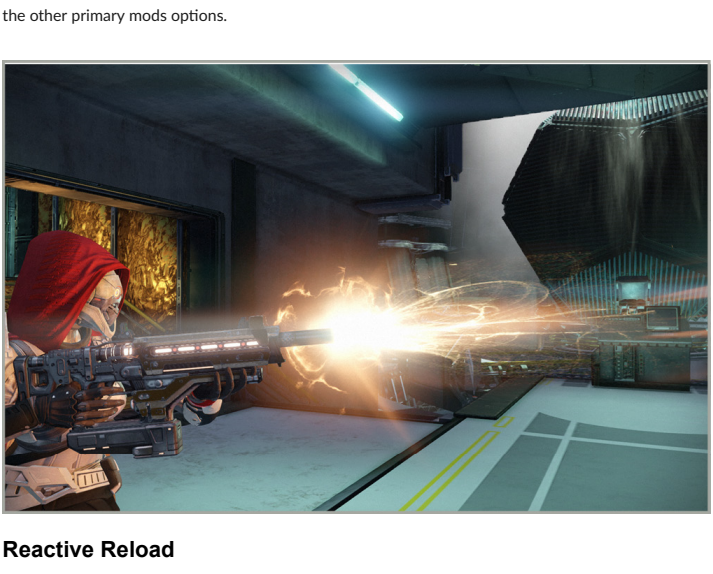
A very nice mod for long-range combat, this mod boosts your weapon's performance at a distance while in ADS. The increase to damage falloff essentially means that you'll be dealing 100% of your weapon's damage 20% farther than you normally would with any other Range-boosting mods, and this is an entirely unique effect.

Because this mod boosts Range while ADS, not your zoom factor, this can improve your long-range damage output without influencing your zoom magnification. This is handy if you have exactly the scope you like, with the level of zoom you prefer. This mod also bears special mention for shotguns, as it is a great mod for extending your single-shot kill range in PvP.

Vacuum

Doubles ammo pick-up radius.

A minor mod that only appears on fusion rifles at the Legendary tier, Vacuum simply doubles the range at which you can grab nearby ammo packs. Although this can occasionally help you snag nearby ammo from cover or save you a few seconds in the open, this is generally a dud compared to the other primary mods options.



Reactive Reload

Reloading after a kill grants 33% bonus damage for three seconds.

A powerful but conditional damage boost, Reactive Reload requires you to both kill a target and reload immediately. Paired with mods that boost reload speed, you have a deadly combination of fast reloads and bonus damage after a kill. However, because reloading after a kill puts a stop to your immediate damage output, this does require some adjustments to your playstyle to take full advantage of the power.

In PvP, if you can score a kill and quickly duck out of sight to reload with another target nearby, you can often use the damage bonus to keep your momentum rolling and score a multi-kill.

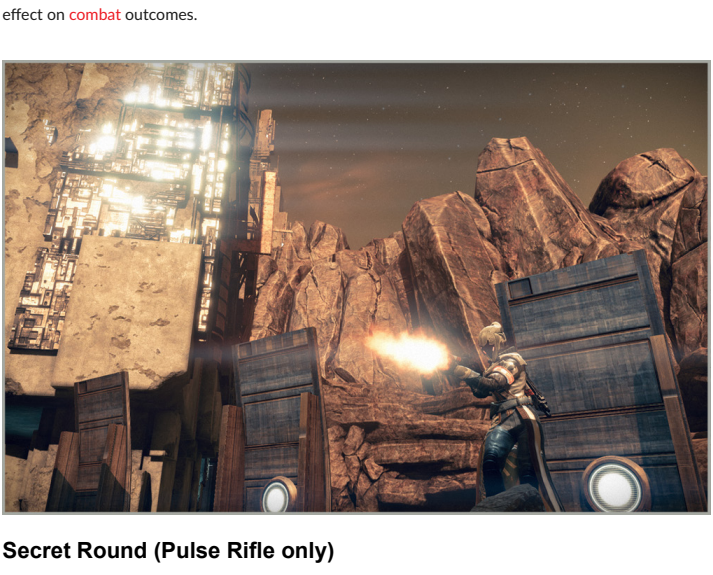
In PvE, on a weapon with strong reload mods or Class abilities that boost Reload, you can use Reactive Reload to efficiently string together damage bonuses across multiple targets, boosting your ammo efficiency and burst damage.

Return to Sender

25% chance to add a round to your inventory ammo on a kill.

Somewhat similar to Mulligan, though with less direct combat influence, Return to Sender instead offers you a considerably larger boost to ammo efficiency that effectively stacks with your overall Inventory stat.

A nice boost to ammo efficiency in PvE, Return to Sender can give you extra staying power on longer high-difficulty missions or Strikes. In PvP, there are generally better choices that have a more direct effect on combat outcomes.



Secret Round (Pulse Rifle only)

Missing a shot in a burst grants a fourth round.

Specific to pulse rifles, this mod improves accuracy and ammo efficiency. If one of your rounds in a burst misses, a fourth round is instantly loaded and fired, giving you a free extra shot.

In PvP, aiming for precision shots with this mod gives you a slightly better chance of scoring all three hits. Drilling an enemy with multiple bursts to the head can drop them extremely quickly if you can stay on target. In PvE, Secret Round can boost your effective ammo efficiency, and it's a slight bonus to your sustained damage output over time.

Send It

+50 Range, -30 Magazine and Inventory.

A powerful Range mod with a significant penalty, Send It only appears on scout rifles, hand cannons, and sniper rifles. The Magazine penalty is particularly harsh on hand cannons and sniper rifles, so be sure you're getting the maximum benefit from the Range boost. You don't want to clip most of the bonus on a weapon archetype that already has a good Range value.

The Inventory hit is fairly minor in PvP, but it isn't kind to you in PvE. Other mods can give you similar performance benefits without the loss of ammo efficiency.

Single Point Sling

+50% Ready and Away, +10% movement speed.

A powerful Handling mod, Single Point Sling provides a percentage-based boost to Ready and Away times (though it does not speed your ADS), as well as a 10% movement speed boost in or out of ADS! The movement speed benefit is entirely unique to the Single Point Sling, and the Ready and Away benefits make for amazingly quick weapon switching and faster recovery for your weapon from sprinting.

To obtain the maximum benefit from Single Point Sling, seek out a weapon archetype that has a strong Handling value to begin with—Single Point Sling's percentage-based boost can push you well beyond the normal cap. Keep your eye out for a shotgun with a Single Point Sling; fast switching to a shotgun can be quite nice in PvP.

> ### Maxing Your Movement Speed
>
> Single Point Sling and Lightweight both provide a movement speed boost, but Single Point Sling is superior in almost all cases. The only exception is that once your Agility is capped, Lightweight can outperform the sling.
>
> So, for Hunters looking for maximum go fast-ness, cap your Agility and bring a Lightweight weapon; otherwise, stick with Single Point Sling. One important note, however: while the Single Point Sling is typically superior for raw movement speed, it does not boost your jump height in the same way that Lightweight does. Ultimately, Lightweight remains a better choice for overall battlefield mobility.

Skip Rounds

Increases bullet ricochet chance.

All regular bullets in Destiny have a chance of bouncing off a surface depending on the material of the surface in question, the angle from which they impact, and a bit of chance. Skip Rounds increase that chance considerably, opening up the possibility for some trick shots that would otherwise be extremely unlikely or impossible.

Skip Rounds is an entirely unique mod. It doesn't outright improve weapon performance in any quantifiable way, but it can let you get some kills that aren't normally possible. Oh, and it makes for a damn nice highlight reel in PvP…send in those online submissions!

Snapshot

+30% ADS speed.

Snapshot provides a large bonus to ADS time, potentially allowing your weapon to exceed its normal archetype cap for Handling's ADS speed. As with Single Point Sling, to get the maximum benefit from Snapshot, seek out a weapon archetype with a naturally high Handling mod. This allows Snapshot to push the ADS time past the normal Handling cap.

Ultra-fast ADS times make a weapon feel incredibly responsive, though the benefit is typically less than that of a more overtly power-boosting mod in PvE. In PvP, it is likewise not an obviously powerful mod, but it can absolutely affect the outcome of a fight (it's particularly strong on shotguns and sniper rifles for quick-aimed shots).

Snapshot also pairs well with the Rangefinder mod on shotguns. The faster ADS time activates the Range bonus more quickly, giving you a better chance of landing a one-shot kill in PvP.

Speed Reload

+50 Reload.

Sadly only appearing on Rare-quality weapons, Speed Reload works as advertised, giving you a very large bonus to reload speeds. This is essentially the little sister of Flared Magwell, and until you can find a Legendary weapon to replace your favored Rare, this mod functions similarly and effectively, with no downside.

Spray and Play

50% faster base reload when magazine is empty.

A useful and easily triggered Reload boost, this mod demands that you fully empty your magazine to gain its benefit. This can encourage wasteful ammo use, but it can also help you reload when you really need it.

In PvE, as long as you're keeping your shots on target, this can be a boost to sustained damage. Dump your mag, reload more quickly, and repeat. In PvP, this can occasionally save your life if you burn your entire magazine on one opponent, and a second comes seeking revenge while you're reloading.

The reload speed bonus is not as large as some of the other Reload mods, but it is quite easy to trigger.

Surplus

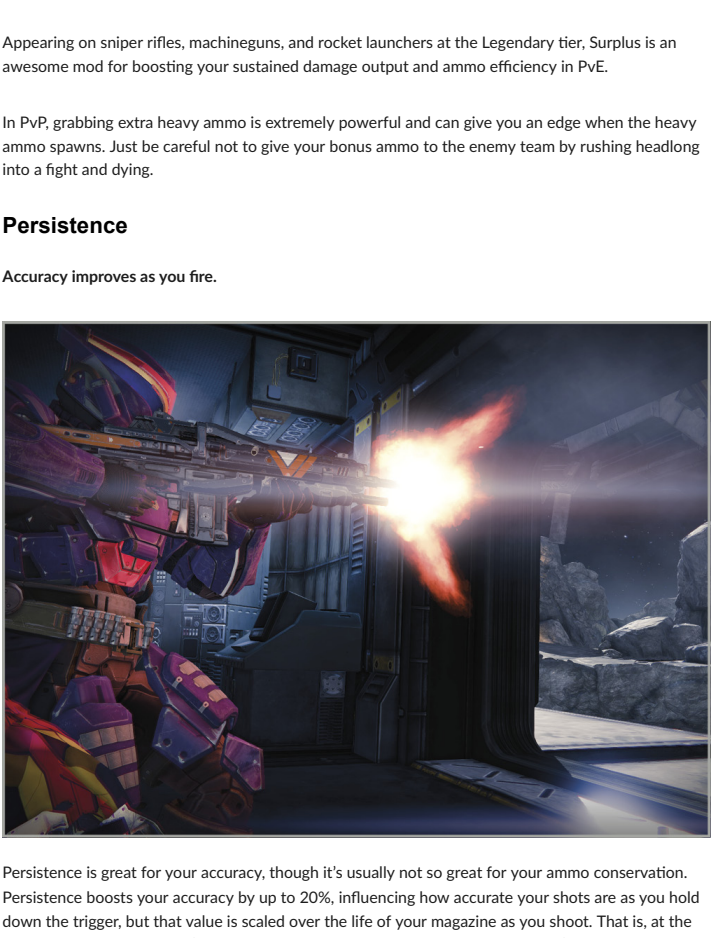
Doubles amount of ammo gained from each ammo pickup.

Appearing on sniper rifles, machineguns, and rocket launchers at the Legendary tier, Surplus is an awesome mod for boosting your sustained damage output and ammo efficiency in PvE.

In PvP, grabbing extra heavy ammo is extremely powerful and can give you an edge when the heavy ammo spawns. Just be careful not to give your bonus ammo to the enemy team by rushing headlong into a fight and dying.

Persistence

Accuracy improves as you fire.



Persistence is great for your accuracy, though it's usually not so great for your ammo conservation. Persistence boosts your accuracy by up to 20%, influencing how accurate your shots are as you hold down the trigger, but that value is scaled over the life of your magazine as you shoot. That is, at the beginning of your mag, you're only getting a small bonus. By the halfway mark, it's more noticeable, and it increases to the cap as you reach empty.

If you favor very aggressive play, this can be a nice mod in PvP on auto rifles and machineguns with large magazines. Boosting your accuracy as you hose down multiple targets can score you kills. In PvE, you can mitigate the potential ammo consumption problems if you are skilled at controlling recoil, especially if your weapon has good Stability.

Take a Knee

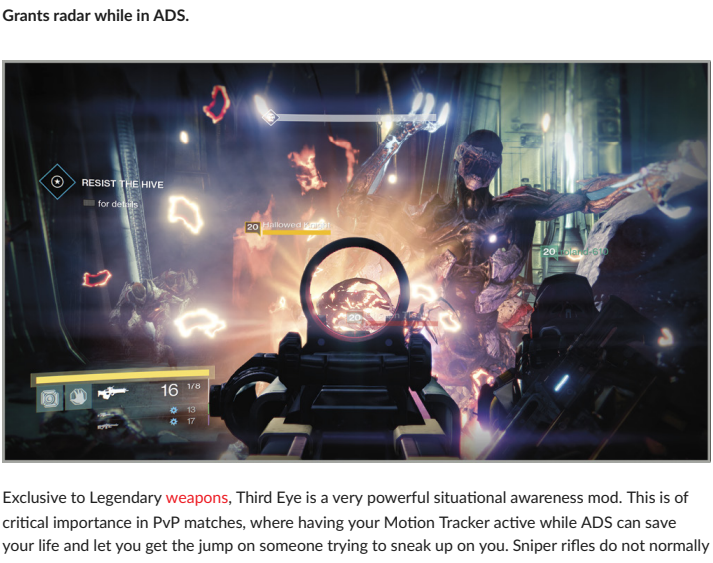
Accuracy improves when firing crouched.

This doubles your accuracy while crouched, making your shots very accurate at long range. While crouching in PvP is usually a bad idea, you can take advantage of the accuracy boost fairly safely when taking shots at distant targets from behind hard cover. In PvE, this is a great mod for sharpshooting (even with a machinegun) because you can turn it on whenever you want and disable it just as easily.

> ### Take Cover
>
> Don't just take a knee: take a knee behind low cover, ADS to raise your line of sight, and open fire with the accuracy bonus intact and cover between you and your prey!

Third Eye

Grants radar while in ADS.



Exclusive to Legendary weapons, Third Eye is a very powerful situational awareness mod. This is of critical importance in PvP matches, where having your Motion Tracker active while ADS can save your life and let you get the jump on someone trying to sneak up on you. Sniper rifles do not normally gain access to this mod, though a few very lucky and persistent Guardians might find an exception to that rule.

In PvE, Third Eye is generally less important, particularly in a Fireteam. However, if you often play solo, it can still be helpful, especially for tougher missions.

Tripod (Rocket Launcher only)

Add an additional rocket to the rocket launcher magazine.

The only thing better than two explosions is three. About as simple and straightforward as you can get, this mod gives you more boom in your boomtube, granting you amazing destructive power in both PvE and PvP.

Tracking

Lock on tracking while zoomed.

Exclusive to rocket launchers, this mod allows you to lock on to a target while aiming in ADS. The rocket is self-guided once you fire it. This mod is amazing for landing a perfect detonation on distant targets. Just be careful that hostiles don't pick you off while you're aiming.

Who's Next

150% faster reloads after a kill.

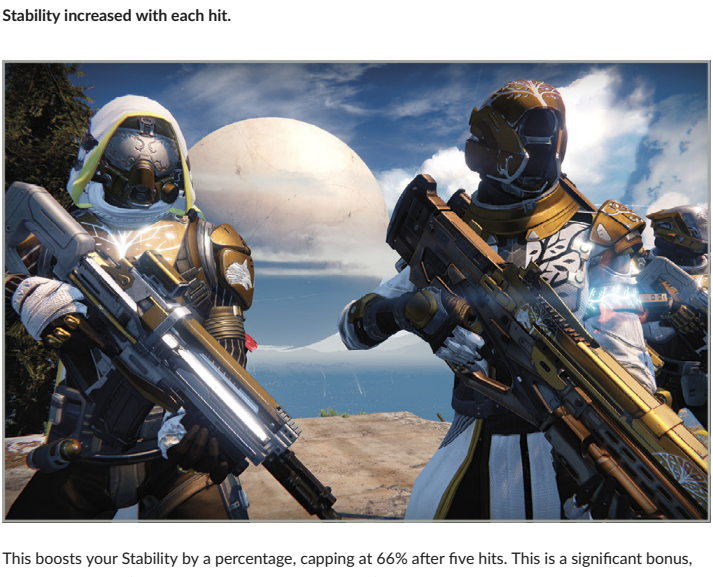
This mod gives you a lightning-fast reload after you kill an enemy. Given the ease of triggering this mod, this is a strong mod to have in both PvE and PvP, reducing combat downtime. This can also stack with an already high Reload stat, giving you truly amazing reload times.

Who's Next is a functionally superior version of Feeding Frenzy, but its distribution across weapon rarities and mod slots is a bit different. Who's Next appears on auto rifles, fusion rifles, machineguns, and rocket launchers at the Legendary tier.

For a truly, hilariously, quickly reloading weapon, track down a Legendary auto rifle equipped with Feeding Frenzy and Who's Next.

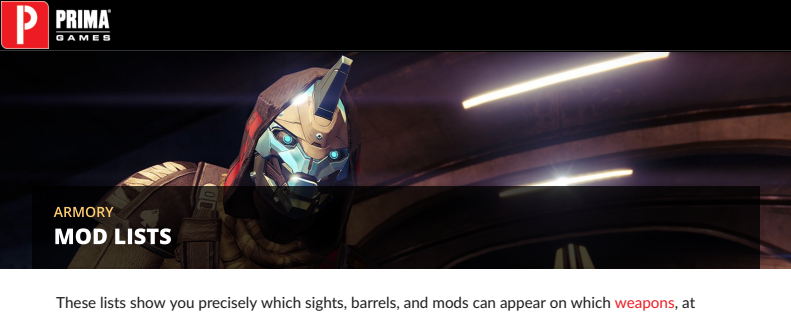
Zen Moment

Stability increased with each hit.



This boosts your Stability by a percentage, capping at 66% after five hits. This is a significant bonus, and while it doesn't last long, it can ensure that if you're on a hot streak, you become even more lethal as you score hits. The tricky part with Zen Moment is deciding if it's worth relying on when you're using a Legendary hand cannon or scout rifle that has an average or poor Stability value to begin with.

On a weapon with an already strong Stability value, Zen Moment may give you relatively little benefit, but to reap the rewards on a gun with more kick, you need a skilled hand.



ARMORY

MOD LISTS

These lists show you precisely which sights, barrels, and mods can appear on which weapons, at which rarities. Not all mods are available on every weapon at every rarity, so if you're hunting for a specific combination of effects, use these tables to see if it even exists!

Optics and Barrels

The first category of selectable weapon mods, three of these come standard on all weapon types. Most weapons have an optical attachment, and shotguns and rocket launchers have a variety of barrels with unique effects.

> **Important! Barrel and Sight Stat Effects**
>
> Barrels and sights both have slight effects on Range, Stability, Reload, Handling, and Damage stats. These stat value increases or decreases are only relevant for the weapon archetype charts, which show a weapon's possible stat ranges as a 1-100 value for easy comparison.
>
> If a weapon has a stat range of Reload stat of 30-40, adding a SteadyHand IS Sight changes that range to 36-46, a bonus of 20% to 15% depending on the specific weapon you are using and where its Reload stat falls.
>
> The mod stat charts show actual in-game times or numbers as appropriate, so adding "6" to a reload time of 2.5 seconds doesn't mean much! The only exception is Damage: barrels have a slight percentage modifier on the base damage of shotguns and rocket launchers.

FastDraw IS	Standard sight. A lightweight design, good for recoil control.	—	—	4	10	10
SteadyHand IS	Stable sight. Optimized for excellent recoil control.	—	—	6	8	8
QuickDraw IS	Agile sight. Lightning-fast handling.	—	—	—	15	15
SureShot IS	Snapshot sight. Excellent handling. Superb target acquisition.	—	—	2	12	12
TrueSight IS	Flexible sight. Light, with good recoil control. Strong target acquisition.	—	—	5	8	8
Long Range	**Description**	**Optics**	**Range**	**Stability**	**Reload**	**Handling**
Focus Lens FLS2	Agile scope. Modest zoom. Light and snappy.	0.4x	8	2	—	—
Ranged Lens RLR5	Precision scope. Superb effective range. Heavy, with poor recoil control.	0.8x	15	-2	-3	-10
Ranged Lens RLS3	Mid-range scope. Good effective range and recoil control. Heavy and slow.	0.6x	8	3	-2	-7
Focus Lens FLA5	Sharpshooter scope. Long range, with enhanced target acquisition. Surprisingly light.	0.6x	10	—	—	—
Focus Lens FLAS10	Heavy-duty scope. Superb target acquisition and recoil control. Awful weight and handling.	0.8x	10	10	-5	-12
Red Dots	**Description**	**Optics**	**Range**	**Stability**	**Reload**	**Handling**
Red Dot-OES	Agile sight. For smooth engagement in close quarters.	0.2x	2	12	—	—
Red Dot-ORS	Accurized sight. For precise fire.	0.3x	6	9	—	—
Red Dot-OAS	Snapshot sight. Enhanced target acquisition.	0.2x	—	14	—	—
Red Dot-ORS1	Precision sight. Highest zoom in class. Enhanced range.	0.4x	8	6	—	—
Red Dot-ORES	Flexible sight. Enhances handling, range, and recoil control.	0.3x	6	9	4	4
Sniper Scope	**Description**	**Optics**	**Range**	**Stability**	**Reload**	**Handling**
EagleEye SLR20	Longest-range scope. Heavy optics for pinpoint sniping.	5x	20	5	-8	-8
SightSys SLS20	Very long-distance scope. Superb target acquisition and recoil control.	4x	15	8	—	—
TacSys SLS15	Mid-zoom scope. Useful for unpredictable situations.	2x	-10	15	5	5
Ambush SLH25	Agile, snappy scope. Handles beautifully. Rewards a skilled hand.	0.5x	-15	20	10	12
LongView SLR20	Long-range scope. Excellent target acquisition. Improves weapon range.	3x	15	-10	—	-3
ShortGaze SLH10	Short-range scope. Quick to aim, with good range.	0.5x	5	—	5	5
Hawkeye SLR15	Mid-zoom precision scope. Increased range and target acquisition. Heavy.	2x	10	5	-8	-8
LongView SLR10	Low-zoom scope. Improved range and handling.	1x	8	-5	5	5
ShortGaze SLH15	Long-range scope. Lightweight, with improved target acquisition and recoil control.	3x	—	10	8	8

Smooth Ballistics	This barrel provides reduced recoil, but reduced range.	—	-5	10
Soft Ballistics	This barrel provides reduced recoil, but reduced damage.	-5%	—	10
Accurized Ballistics	This barrel provides enhanced range and damage, butmore recoil.	5%	10	-10
Field Choke	This barrel provides tighter spread, increasing range and damage but greatly increasing recoil.	5%	12	-15
CQB Ballistics	This barrel provides greatly reduced recoil at the cost of range.	—	-10	15
Linear Compensator	This barrel increases recoil, but its recoil is more predictably vertical. Slight boosts to range and damage.	5%	5	-10
Smart Drift Control	This barrel cuts down range, but it greatly reduces recoil, and the remaining recoil is more predictably vertical.	—	-15	20
Aggressive Ballistics	Enhanced damage and predictably vertical recoil, but at the cost of shorter range and sharper recoil.	10%	-5	-5

Sight Appearance Tables

First/Second/Third Sight refers to the slot that the sight can appear in. Each weapon with a sight gets a choice of three. This chart shows you which sights can appear on a gun, and where in those three slots the sights can appear.

Weapon	Rarity	Slot	Sight	Optics	Range	Stability	Reload	Handling
Auto Rifle	Uncommon	First Sight	FastDraw IS	—	—	4	10	10
Auto Rifle	Uncommon	First Sight	SteadyHand IS	—	—	6	8	8
Auto Rifle	Uncommon	First Sight	TrueSight IS	—	—	5	8	8
Auto Rifle	Uncommon	First Sight	Red Dot-OES	0.2x	2	12	—	—
Auto Rifle	Uncommon	First Sight	Red Dot-ORS1	0.8x	10	10	-5	-12
Auto Rifle	Uncommon	First Sight	Red Dot-ORES	0.8x	10	10	-5	-12
Auto Rifle	Uncommon	Second Sight	QuickDraw IS	—	—	—	15	15
Auto Rifle	Uncommon	Second Sight	SureShot IS	—	—	2	12	12
Auto Rifle	Uncommon	Second Sight	Red Dot-ORS	0.3x	6	9	—	—
Auto Rifle	Uncommon	Second Sight	Red Dot-OAS	0.2x	—	14	—	—
Auto Rifle	Uncommon	Second Sight	Focus Lens FLS2	—	—	5	8	8
Auto Rifle	Rare	First Sight	SteadyHand IS	—	—	6	8	8
Auto Rifle	Rare	First Sight	QuickDraw IS	—	—	—	15	15
Auto Rifle	Rare	First Sight	SureShot IS	—	—	2	12	12
Auto Rifle	Rare	First Sight	Red Dot-OES	0.2x	2	12	—	—
Auto Rifle	Rare	First Sight	Red Dot-ORS	0.3x	6	9	—	—
Auto Rifle	Rare	First Sight	Red Dot-OAS	0.2x	—	14	—	—
Auto Rifle	Rare	Second Sight	Red Dot-ORS1	0.8x	10	10	-5	-12
Auto Rifle	Rare	Second Sight	Red Dot-ORES	0.8x	10	10	-5	-12
Auto Rifle	Rare	Third Sight	Focus Lens FLS2	—	—	5	8	8
Auto Rifle	Rare	Third Sight	Ranged Lens RLS3	—	—	5	8	8
Auto Rifle	Legendary	First Sight	Red Dot-OES	0.2x	2	12	—	—
Auto Rifle	Legendary	First Sight	Red Dot-ORS	0.3x	6	9	—	—
Auto Rifle	Legendary	First Sight	Red Dot-OAS	0.2x	—	14	—	—
Auto Rifle	Legendary	First Sight	Red Dot-ORS1	0.8x	10	10	-5	-12
Auto Rifle	Legendary	First Sight	Red Dot-ORES	0.8x	10	10	-5	-12
Auto Rifle	Legendary	Second Sight	SteadyHand IS	—	—	6	8	8
Auto Rifle	Legendary	Second Sight	QuickDraw IS	—	—	—	15	15
Auto Rifle	Legendary	Second Sight	SureShot IS	—	—	2	12	12
Auto Rifle	Legendary	Third Sight	Focus Lens FLS2	—	—	5	8	8
Auto Rifle	Legendary	Third Sight	Ranged Lens RLS3	—	—	5	8	8
Hand Cannon	Uncommon	First Sight	FastDraw IS	—	—	4	10	10
Hand Cannon	Uncommon	First Sight	SteadyHand IS	—	—	6	8	8
Hand Cannon	Uncommon	First Sight	QuickDraw IS	—	—	—	15	15
Hand Cannon	Uncommon	Second Sight	SureShot IS	—	—	2	12	12
Hand Cannon	Uncommon	Second Sight	TrueSight IS	—	—	5	8	8
Hand Cannon	Rare	First Sight	SteadyHand IS	—	—	6	8	8
Hand Cannon	Rare	First Sight	QuickDraw IS	—	—	—	15	15
Hand Cannon	Rare	Second Sight	FastDraw IS	—	—	4	10	10
Hand Cannon	Rare	Second Sight	TrueSight IS	—	—	5	8	8
Hand Cannon	Rare	Third Sight	SureShot IS	—	—	2	12	12
Hand Cannon	Legendary	First Sight	SteadyHand IS	—	—	6	8	8
Hand Cannon	Legendary	First Sight	TrueSight IS	—	—	5	8	8
Hand Cannon	Legendary	Second Sight	FastDraw IS	—	—	4	10	10
Hand Cannon	Legendary	Second Sight	SureShot IS	—	—	2	12	12
Hand Cannon	Legendary	Third Sight	QuickDraw IS	—	—	—	15	15
Pulse Rifle	Uncommon	First Sight	FastDraw IS	—	—	4	10	10
Pulse Rifle	Uncommon	First Sight	SteadyHand IS	—	—	6	8	8
Pulse Rifle	Uncommon	First Sight	QuickDraw IS	—	—	—	15	15
Pulse Rifle	Uncommon	First Sight	TrueSight IS	—	—	5	8	8
Pulse Rifle	Uncommon	First Sight	Red Dot-OES	0.2x	2	12	—	—
Pulse Rifle	Uncommon	First Sight	Red Dot-ORES	0.8x	10	10	-5	-12
Pulse Rifle	Uncommon	First Sight	Focus Lens FLS2	—	—	5	8	8
Pulse Rifle	Uncommon	First Sight	Ranged Lens RLS3	—	—	5	8	8
Pulse Rifle	Uncommon	Second Sight	SureShot IS	—	—	2	12	12
Pulse Rifle	Uncommon	Second Sight	Red Dot-ORS	0.3x	6	9	—	—
Pulse Rifle	Uncommon	Second Sight	Red Dot-OAS	0.2x	—	14	—	—
Pulse Rifle	Uncommon	Second Sight	Red Dot-ORS1	0.8x	10	10	-5	-12
Pulse Rifle	Uncommon	Second Sight	Focus Lens FLA5	—	—	5	8	8
Pulse Rifle	Rare	First Sight	SteadyHand IS	—	—	6	8	8
Pulse Rifle	Rare	First Sight	QuickDraw IS	—	—	—	15	15
Pulse Rifle	Rare	First Sight	SureShot IS	—	—	2	12	12
Pulse Rifle	Rare	First Sight	Red Dot-OES	0.2x	2	12	—	—
Pulse Rifle	Rare	First Sight	Red Dot-ORS	0.3x	6	9	—	—
Pulse Rifle	Rare	First Sight	Red Dot-OAS	0.2x	—	14	—	—
Pulse Rifle	Rare	Second Sight	Red Dot-ORS1	0.8x	10	10	-5	-12
Pulse Rifle	Rare	Second Sight	Red Dot-ORES	0.8x	10	10	-5	-12
Pulse Rifle	Rare	Third Sight	Focus Lens FLS2	—	—	5	8	8
Pulse Rifle	Rare	Third Sight	Ranged Lens RLS3	—	—	5	8	8
Pulse Rifle	Legendary	First Sight	Red Dot-OES	0.2x	2	12	—	—
Pulse Rifle	Legendary	First Sight	Red Dot-ORS	0.3x	6	9	—	—
Pulse Rifle	Legendary	First Sight	Red Dot-OAS	0.2x	—	14	—	—
Pulse Rifle	Legendary	First Sight	Red Dot-ORS1	0.8x	10	10	-5	-12
Pulse Rifle	Legendary	First Sight	Red Dot-ORES	0.8x	10	10	-5	-12
Pulse Rifle	Legendary	Second Sight	Focus Lens FLS2	—	—	5	8	8
Pulse Rifle	Legendary	Second Sight	Ranged Lens RLR5	—	—	5	8	8
Pulse Rifle	Legendary	Second Sight	Focus Lens FLA5	—	—	5	8	8
Pulse Rifle	Legendary	Third Sight	QuickDraw IS	—	—	—	15	15
Pulse Rifle	Legendary	Third Sight	TrueSight IS	—	—	5	8	8
Scout Rifle	Uncommon	First Sight	FastDraw IS	—	—	4	10	10
Scout Rifle	Uncommon	First Sight	SteadyHand IS	—	—	6	8	8
Scout Rifle	Uncommon	First Sight	QuickDraw IS	—	—	—	15	15
Scout Rifle	Uncommon	First Sight	SureShot IS	—	—	2	12	12
Scout Rifle	Uncommon	First Sight	Red Dot-OES	0.2x	2	12	—	—
Scout Rifle	Uncommon	First Sight	Red Dot-ORS	0.3x	6	9	—	—
Scout Rifle	Uncommon	First Sight	Ranged Lens RLS3	—	—	5	8	8
Scout Rifle	Uncommon	First Sight	Focus Lens FLA5	—	—	5	8	8
Scout Rifle	Uncommon	Second Sight	TrueSight IS	—	—	5	8	8
Scout Rifle	Uncommon	Second Sight	Red Dot-OAS	0.2x	—	14	—	—
Scout Rifle	Uncommon	Second Sight	Red Dot-ORS1	0.8x	10	10	-5	-12
Scout Rifle	Uncommon	Second Sight	Red Dot-ORES	0.8x	10	10	-5	-12
Scout Rifle	Uncommon	Second Sight	Focus Lens FLS2	—	—	5	8	8
Scout Rifle	Rare	First Sight	SteadyHand IS	—	—	6	8	8
Scout Rifle	Rare	First Sight	SureShot IS	—	—	2	12	12
Scout Rifle	Rare	First Sight	TrueSight IS	—	—	5	8	8
Scout Rifle	Rare	First Sight	Red Dot-OES	0.2x	2	12	—	—
Scout Rifle	Rare	First Sight	Red Dot-ORS	0.3x	6	9	—	—
Scout Rifle	Rare	First Sight	Focus Lens FLS2	—	—	5	8	8
Scout Rifle	Rare	Second Sight	Red Dot-ORS1	0.8x	10	10	-5	-12
Scout Rifle	Rare	Second Sight	Red Dot-ORES	0.8x	10	10	-5	-12
Scout Rifle	Rare	Third Sight	Ranged Lens RLR5	—	—	5	8	8
Scout Rifle	Rare	Third Sight	Ranged Lens RLS3	—	—	5	8	8
Scout Rifle	Legendary	First Sight	Red Dot-OES	0.2x	2	12	—	—
Scout Rifle	Legendary	First Sight	Red Dot-ORS	0.3x	6	9	—	—
Scout Rifle	Legendary	First Sight	Red Dot-OAS	0.2x	—	14	—	—
Scout Rifle	Legendary	First Sight	Red Dot-ORES	0.8x	10	10	-5	-12
Scout Rifle	Legendary	First Sight	Focus Lens FLS2	—	—	5	8	8
Scout Rifle	Legendary	Second Sight	Ranged Lens RLR5	—	—	5	8	8
Scout Rifle	Legendary	Second Sight	Ranged Lens RLS3	—	—	5	8	8
Scout Rifle	Legendary	Second Sight	Focus Lens FLA5	—	—	5	8	8
Scout Rifle	Legendary	Third Sight	QuickDraw IS	—	—	—	15	15
Scout Rifle	Legendary	Third Sight	TrueSight IS	—	—	5	8	8

Fusion Rifle	Uncommon	First Sight	FastDraw IS	—	—	4	10	10
Fusion Rifle	Uncommon	First Sight	SteadyHand IS	—	—	6	8	8
Fusion Rifle	Uncommon	First Sight	QuickDraw IS	—	—	—	15	15
Fusion Rifle	Uncommon	First Sight	TrueSight IS	—	—	5	8	8
Fusion Rifle	Uncommon	First Sight	Red Dot-OES	0.2x	2	12	—	—
Fusion Rifle	Uncommon	First Sight	Red Dot-ORS1	0.8x	10	10	-5	-12
Fusion Rifle	Uncommon	Second Sight	SureShot IS	—	—	2	12	12
Fusion Rifle	Uncommon	Second Sight	Red Dot-ORS	0.3x	6	9	—	—
Fusion Rifle	Uncommon	Second Sight	Red Dot-OAS	0.2x	—	14	—	—
Fusion Rifle	Uncommon	Second Sight	Red Dot-ORES	0.8x	10	10	-5	-12
Fusion Rifle	Rare	First Sight	FastDraw IS	—	—	4	10	10
Fusion Rifle	Rare	First Sight	SteadyHand IS	—	—	6	8	8
Fusion Rifle	Rare	First Sight	TrueSight IS	—	—	5	8	8
Fusion Rifle	Rare	First Sight	Red Dot-OES	0.2x	2	12	—	—
Fusion Rifle	Rare	Second Sight	Red Dot-ORS	0.3x	6	9	—	—
Fusion Rifle	Rare	Second Sight	Red Dot-ORS1	0.8x	10	10	-5	-12
Fusion Rifle	Rare	Second Sight	Red Dot-ORES	0.8x	10	10	-5	-12
Fusion Rifle	Rare	Third Sight	QuickDraw IS	—	—	—	15	15
Fusion Rifle	Rare	Third Sight	SureShot IS	—	—	2	12	12
Fusion Rifle	Rare	Third Sight	Red Dot-OAS	0.2x	—	14	—	—
Fusion Rifle	Legendary	First Sight	SteadyHand IS	—	—	6	8	8
Fusion Rifle	Legendary	First Sight	QuickDraw IS	—	—	—	15	15
Fusion Rifle	Legendary	First Sight	Red Dot-ORS	0.3x	6	9	—	—
Fusion Rifle	Legendary	First Sight	Red Dot-ORES	0.8x	10	10	-5	-12
Fusion Rifle	Legendary	Second Sight	TrueSight IS	—	—	5	8	8
Fusion Rifle	Legendary	Second Sight	SureShot IS	—	—	2	12	12
Fusion Rifle	Legendary	Second Sight	Red Dot-OES	0.2x	2	12	—	—
Fusion Rifle	Legendary	Third Sight	FastDraw IS	—	—	4	10	10
Fusion Rifle	Legendary	Third Sight	Red Dot-OAS	0.2x	—	14	—	—
Fusion Rifle	Legendary	Third Sight	Red Dot-ORS1	0.8x	10	10	-5	-12
Sniper Rifle	Uncommon	First Sight	TacSys SLS15	2x	-10	15	5	5
Sniper Rifle	Uncommon	First Sight	Ambush SLH25	0.5x	-15	20	10	12
Sniper Rifle	Uncommon	First Sight	LongView SLR20	3x	15	-10	—	-3
Sniper Rifle	Uncommon	First Sight	ShortGaze SLH10	0.5x	5	—	5	5
Sniper Rifle	Uncommon	First Sight	LongView SLR10	1x	8	-5	5	5
Sniper Rifle	Uncommon	Second Sight	EagleEye SLR20	5x	20	5	-8	-8
Sniper Rifle	Uncommon	Second Sight	SightSys SLS20	4x	15	8	—	—
Sniper Rifle	Uncommon	Second Sight	Hawkeye SLR15	2x	10	5	-8	-8
Sniper Rifle	Rare	First Sight	TacSys SLS15	2x	-10	15	5	5
Sniper Rifle	Rare	First Sight	Ambush SLH25	0.5x	-15	20	10	12
Sniper Rifle	Rare	Second Sight	EagleEye SLR20	5x	20	5	-8	-8
Sniper Rifle	Rare	Second Sight	LongView SLR20	3x	15	-10	—	-3
Sniper Rifle	Rare	Second Sight	Hawkeye SLR15	2x	10	5	-8	-8
Sniper Rifle	Rare	Third Sight	ShortGaze SLH10	0.5x	5	—	5	5
Sniper Rifle	Rare	Third Sight	LongView SLR10	1x	8	-5	5	5
Sniper Rifle	Legendary	First Sight	EagleEye SLR20	5x	20	5	-8	-8
Sniper Rifle	Legendary	First Sight	SightSys SLS20	4x	15	8	—	—
Sniper Rifle	Legendary	First Sight	Hawkeye SLR15	2x	10	5	-8	-8
Sniper Rifle	Legendary	Second Sight	LongView SLR20	3x	15	-10	—	-3
Sniper Rifle	Legendary	Second Sight	ShortGaze SLH10	0.5x	5	—	5	5
Sniper Rifle	Legendary	Second Sight	LongView SLR10	1x	8	-5	5	5
Sniper Rifle	Legendary	Third Sight	TacSys SLS15	2x	-10	15	5	5
Sniper Rifle	Legendary	Third Sight	Ambush SLH25	0.5x	-15	20	10	12

Barrel Appearance Tables

First/Second/Third Barrel refers to the slot that the barrel can appear in. Each weapon with a barrel gets a choice of three. This chart shows you which barrels can appear on a gun, and where in those three slots the barrels can appear.

Shotgun	Uncommon	First Barrel	Smooth Ballistics	—	-5	10
Shotgun	Uncommon	First Barrel	Soft Ballistics	-5%	—	10
Shotgun	Uncommon	First Barrel	Accurized Ballistics	5%	10	-10
Shotgun	Uncommon	First Barrel	CQB Ballistics	—	-10	15
Shotgun	Uncommon	First Barrel	Linear Compensator	5%	5	-10
Shotgun	Uncommon	Second Barrel	Field Choke	5%	12	-15
Shotgun	Uncommon	Second Barrel	Smart Drift Control	—	-15	20
Shotgun	Uncommon	Second Barrel	Aggressive Ballistics	10%	-5	-5
Shotgun	Rare	First Barrel	Smooth Ballistics	—	-5	10
Shotgun	Rare	First Barrel	Accurized Ballistics	5%	10	-10
Shotgun	Rare	First Barrel	Linear Compensator	5%	5	-10
Shotgun	Rare	Second Barrel	Soft Ballistics	-5%	—	10
Shotgun	Rare	Second Barrel	Field Choke	5%	12	-15
Shotgun	Rare	Second Barrel	CQB Ballistics	—	-10	15
Shotgun	Rare	Third Barrel	Smart Drift Control	—	-15	20
Shotgun	Rare	Third Barrel	Aggressive Ballistics	10%	-5	-5
Shotgun	Legendary	First Barrel	Smooth Ballistics	—	-5	10
Shotgun	Legendary	First Barrel	Smart Drift Control	—	-15	20
Shotgun	Legendary	First Barrel	Linear Compensator	5%	5	-10
Shotgun	Legendary	First Barrel	Field Choke	5%	12	-15
Shotgun	Legendary	Second Barrel	Accurized Ballistics	5%	10	-10
Shotgun	Legendary	Second Barrel	CQB Ballistics	—	-10	15
Shotgun	Legendary	Third Barrel	Aggressive Ballistics	10%	-5	-5
Shotgun	Legendary	Third Barrel	Soft Ballistics	-5%	—	10

Machinegun	Uncommon	First Barrel	Smooth Ballistics	—	-5	10
Machinegun	Uncommon	First Barrel	Soft Ballistics	-5%	—	10
Machinegun	Uncommon	First Barrel	Field Choke	5%	12	-15
Machinegun	Uncommon	First Barrel	CQB Ballistics	—	-10	15
Machinegun	Uncommon	First Barrel	Aggressive Ballistics	10%	-5	-5
Machinegun	Uncommon	Second Barrel	Accurized Ballistics	5%	10	-10
Machinegun	Uncommon	Second Barrel	Linear Compensator	5%	5	-10
Machinegun	Uncommon	Second Barrel	Smart Drift Control	—	-15	20
Machinegun	Rare	First Barrel	CQB Ballistics	—	-10	15
Machinegun	Rare	First Barrel	Linear Compensator	5%	5	-10
Machinegun	Rare	First Barrel	Smart Drift Control	—	-15	20
Machinegun	Rare	Second Barrel	Soft Ballistics	-5%	—	10
Machinegun	Rare	Second Barrel	Accurized Ballistics	5%	10	-10
Machinegun	Rare	Second Barrel	Aggressive Ballistics	10%	-5	-5
Machinegun	Rare	Third Barrel	Smooth Ballistics	—	-5	10
Machinegun	Rare	Third Barrel	Field Choke	5%	12	-15
Machinegun	Legendary	First Barrel	Accurized Ballistics	5%	10	-10
Machinegun	Legendary	First Barrel	CQB Ballistics	—	-10	15
Machinegun	Legendary	First Barrel	Aggressive Ballistics	10%	-5	-5
Machinegun	Legendary	Second Barrel	Smooth Ballistics	—	-5	10
Machinegun	Legendary	Second Barrel	Linear Compensator	5%	5	-10
Machinegun	Legendary	Second Barrel	Smart Drift Control	—	-15	20
Machinegun	Legendary	Third Barrel	Soft Ballistics	-5%	—	10
Machinegun	Legendary	Third Barrel	Field Choke	5%	12	-15
Rocket Launcher	Uncommon	First Barrel	Smooth Ballistics	—	-5	10
Rocket Launcher	Uncommon	First Barrel	Soft Ballistics	-5%	—	10
Rocket Launcher	Uncommon	First Barrel	Field Choke	5%	12	-15
Rocket Launcher	Uncommon	First Barrel	Linear Compensator	5%	5	-10
Rocket Launcher	Uncommon	First Barrel	Smart Drift Control	—	-15	20
Rocket Launcher	Uncommon	Second Barrel	Accurized Ballistics	5%	10	-10
Rocket Launcher	Uncommon	Second Barrel	CQB Ballistics	—	-10	15
Rocket Launcher	Uncommon	Second Barrel	Aggressive Ballistics	10%	-5	-5
Rocket Launcher	Rare	First Barrel	Smooth Ballistics	—	-5	10
Rocket Launcher	Rare	First Barrel	Accurized Ballistics	5%	10	-10
Rocket Launcher	Rare	First Barrel	Aggressive Ballistics	10%	-5	-5
Rocket Launcher	Rare	Second Barrel	Soft Ballistics	-5%	—	10
Rocket Launcher	Rare	Second Barrel	Field Choke	5%	12	-15
Rocket Launcher	Rare	Second Barrel	Smart Drift Control	—	-15	20
Rocket Launcher	Rare	Third Barrel	CQB Ballistics	—	-10	15
Rocket Launcher	Rare	Third Barrel	Linear Compensator	5%	5	-10
Rocket Launcher	Legendary	First Barrel	Field Choke	5%	12	-15
Rocket Launcher	Legendary	First Barrel	CQB Ballistics	—	-10	15
Rocket Launcher	Legendary	First Barrel	Aggressive Ballistics	10%	-5	-5
Rocket Launcher	Legendary	Second Barrel	Smooth Ballistics	—	-5	10
Rocket Launcher	Legendary	Second Barrel	Linear Compensator	5%	5	-10
Rocket Launcher	Legendary	Second Barrel	Smart Drift Control	—	-15	20
Rocket Launcher	Legendary	Third Barrel	Soft Ballistics	-5%	—	10
Rocket Launcher	Legendary	Third Barrel	Accurized Ballistics	5%	10	-10

Auto Rifle	Uncommon	Cascade	Sets reload speed to 150% of base.
Auto Rifle	Uncommon	Counterbalance	Stabilizes recoil.
Auto Rifle	Uncommon	Hip Fire	Increased accuracy when hipfiring.
Auto Rifle	Uncommon	Glass Half Full	Bottom half of magazine does more damage.
Auto Rifle	Uncommon	Grenadier	Kills add 10% to grenade energy.
Auto Rifle	Uncommon	Unflinching	Heavily reduces Flinch.
Auto Rifle	Uncommon	Feeding Frenzy	Boosts reload speed to 120% of base after a kill.
Auto Rifle	Uncommon	Life Support	Restore 50% of magazine and reload 150% faster after a near-death kill.
Auto Rifle	Uncommon	Rangefinder	10% bonus to Range, 20% bonus to damage falloff distance.
Auto Rifle	Uncommon	Reactive Reload	Reloading after a kill grants 33% bonus damage for three seconds.
Auto Rifle	Uncommon	Spray and Play	50% faster base reload when magazine is empty.
Auto Rifle	Uncommon	Persistence	Accuracy improves as you fire.
Auto Rifle	Uncommon	Take a Knee	Accuracy improves when firing crouched.
Auto Rifle	Uncommon	Who's Next	150% faster reloads after a kill.
Auto Rifle	Rare	Cascade	Sets reload speed to 150% of base.
Auto Rifle	Rare	Counterbalance	Stabilizes recoil.
Auto Rifle	Rare	Hip Fire	Increased accuracy when hipfiring.
Auto Rifle	Rare	Glass Half Full	Bottom half of magazine does more damage.
Auto Rifle	Rare	Grenadier	Kills add 10% to grenade energy.
Auto Rifle	Rare	Unflinching	Heavily reduces Flinch.
Auto Rifle	Rare	Feeding Frenzy	Boosts reload speed to 120% of base after a kill.
Auto Rifle	Rare	Life Support	Restore 50% of magazine and reload 150% faster after a near- death kill.
Auto Rifle	Rare	Rangefinder	10% bonus to Range, 20% bonus to damage falloff distance.
Auto Rifle	Rare	Reactive Reload	Reloading after a kill grants 33% bonus damage for three seconds.
Auto Rifle	Rare	Spray and Play	50% faster base reload when magazine is empty.
Auto Rifle	Rare	Persistence	Accuracy improves as you fire.
Auto Rifle	Rare	Take a Knee	Accuracy improves when firing crouched.
Auto Rifle	Legendary	Glass Half Full	Bottom half of magazine does more damage.
Auto Rifle	Legendary	Grenadier	Kills add 10% to grenade energy.
Auto Rifle	Legendary	Outlaw	Extremely fast reload after a precision kill.
Auto Rifle	Legendary	Rangefinder	10% bonus to Range, 20% bonus to damage falloff distance.
Auto Rifle	Legendary	Persistence	Accuracy improves as you fire.
Auto Rifle	Legendary	Who's Next	150% faster reloads after a kill.
Hand Cannon	Uncommon	Cascade	Sets reload speed to 150% of base.
Hand Cannon	Uncommon	Clown Cartridge	Every reload has a 25% chance of a 20% magazine bonus.
Hand Cannon	Uncommon	Counterbalance	Stabilizes recoil.
Hand Cannon	Uncommon	Hip Fire	Increased accuracy when hipfiring from hip.
Hand Cannon	Uncommon	Grenadier	Kills add 10% to grenade energy.
Hand Cannon	Uncommon	Outlaw	Extremely fast reload after a precision kill.
Hand Cannon	Uncommon	Hair Trigger	Fires the instant trigger pressure is detected.
Hand Cannon	Uncommon	Final Round	Bonus damage at end of the magazine.
Hand Cannon	Uncommon	Luck in the Chamber	Bonus damage on one round in the magazine.
Hand Cannon	Uncommon	Mulligan	5% chance to reload a round into the magazine per shot.
Hand Cannon	Uncommon	Rangefinder	10% bonus to Range, 20% bonus to damage falloff distance.
Hand Cannon	Uncommon	Reactive Reload	Reloading after a kill grants 33% bonus damage for three seconds.
Hand Cannon	Uncommon	Spray and Play	50% faster base reload when magazine is empty.
Hand Cannon	Uncommon	Return to Sender	25% chance to add a round to your inventory ammo on a kill.
Hand Cannon	Uncommon	Who's Next	150% faster reloads after a kill.
Hand Cannon	Uncommon	Zen Moment	Stability increased with each hit.
Hand Cannon	Rare	Counterbalance	Stabilizes recoil.
Hand Cannon	Rare	Hip Fire	Increased accuracy when hipfiring.
Hand Cannon	Rare	Grenadier	Kills add 10% to grenade energy.
Hand Cannon	Rare	Outlaw	Extremely fast reload after a precision kill.
Hand Cannon	Rare	Final Round	Bonus damage at end of the magazine.
Hand Cannon	Rare	Feeding Frenzy	Boosts reload speed to 120% of base after a kill.
Hand Cannon	Rare	Life Support	Restore 50% of magazine and reload 150% faster after a near-death kill.
Hand Cannon	Rare	Luck in the Chamber	Bonus damage on one round in the magazine.
Hand Cannon	Rare	Mulligan	5% chance to reload a round into the magazine per shot.
Hand Cannon	Rare	Performance Bonus	25% chance to grant bonus ammo into inventory on a kill.
Hand Cannon	Rare	Rangefinder	10% bonus to Range, 20% bonus to damage falloff distance.
Hand Cannon	Rare	Reactive Reload	Reloading after a kill grants 33% bonus damage for three seconds.
Hand Cannon	Rare	Spray and Play	50% faster base reload when magazine is empty.
Hand Cannon	Rare	Return to Sender	25% chance to add a round to your inventory ammo on a kill.
Hand Cannon	Rare	Who's Next	150% faster reloads after a kill.
Hand Cannon	Rare	Zen Moment	Stability increased with each hit.
Hand Cannon	Legendary	Clown Cartridge	Every reload has a 25% chance of a 20% magazine bonus.
Hand Cannon	Legendary	Hip Fire	Increased accuracy when hipfiring.
Hand Cannon	Legendary	Outlaw	Extremely fast reload after a precision kill.
Hand Cannon	Legendary	Performance Bonus	25% chance to grant bonus ammo into inventory on a kill.
Hand Cannon	Legendary	Rangefinder	10% bonus to Range, 20% bonus to damage falloff distance.
Hand Cannon	Legendary	Spray and Play	50% faster base reload when magazine is empty.
Hand Cannon	Legendary	Return to Sender	25% chance to add a round to your inventory ammo on a kill.
Hand Cannon	Legendary	Zen Moment	Stability increased with each hit.
Pulse Rifle	Uncommon	Counterbalance	Stabilizes recoil.
Pulse Rifle	Uncommon	Headseeker	Bonus precision damage on third hit of a burst.
Pulse Rifle	Uncommon	Hip Fire	Increased accuracy when hipfiring.
Pulse Rifle	Uncommon	Full Auto	Converts weapon into full auto fire.
Pulse Rifle	Uncommon	Glass Half Full	Bottom half of magazine does more damage.
Pulse Rifle	Uncommon	Grenadier	Kills add 10% to grenade energy.
Pulse Rifle	Uncommon	Outlaw	Extremely fast reload after a precision kill.
Pulse Rifle	Uncommon	Unflinching	Heavily reduces Flinch.
Pulse Rifle	Uncommon	Feeding Frenzy	Boosts reload speed to 120% of base after a kill.
Pulse Rifle	Uncommon	Rangefinder	10% bonus to Range, 20% bonus to damage falloff distance.
Pulse Rifle	Uncommon	Reactive Reload	Reloading after a kill grants 33% bonus damage for three seconds.
Pulse Rifle	Uncommon	Spray and Play	50% faster base reload when magazine is empty.
Pulse Rifle	Uncommon	Secret Round	Missing a shot in a burst grants a fourth round.
Pulse Rifle	Uncommon	Take a Knee	Accuracy improves when firing crouched.
Pulse Rifle	Uncommon	Zen Moment	Stability increased with each hit.
Pulse Rifle	Rare	Counterbalance	Stabilizes recoil.
Pulse Rifle	Rare	Headseeker	Bonus precision damage on third hit of a burst.
Pulse Rifle	Rare	Hip Fire	Increased accuracy when hipfiring.
Pulse Rifle	Rare	Full Auto	Converts weapon into full auto fire.
Pulse Rifle	Rare	Grenadier	Kills add 10% to grenade energy.
Pulse Rifle	Rare	Outlaw	Extremely fast reload after a precision kill.
Pulse Rifle	Rare	Feeding Frenzy	Boosts reload speed to 120% of base after a kill.
Pulse Rifle	Rare	Performance Bonus	25% chance to grant bonus ammo into inventory on a kill.
Pulse Rifle	Rare	Rangefinder	10% bonus to Range, 20% bonus to damage falloff distance.
Pulse Rifle	Rare	Reactive Reload	Reloading after a kill grants 33% bonus damage for three seconds.
Pulse Rifle	Rare	Secret Round	Missing a shot in a burst grants a fourth round.
Pulse Rifle	Rare	Take a Knee	Accuracy improves when firing crouched.
Pulse Rifle	Rare	Zen Moment	Stability increased with each hit.
Pulse Rifle	Legendary	Headseeker	Bonus precision damage on third hit of a burst.
Pulse Rifle	Legendary	Glass Half Full	Bottom half of magazine does more damage.
Pulse Rifle	Legendary	Grenadier	Kills add 10% to grenade energy.
Pulse Rifle	Legendary	Rangefinder	10% bonus to Range, 20% bonus to damage falloff distance.
Pulse Rifle	Legendary	Spray and Play	50% faster base reload when magazine is empty.
Pulse Rifle	Legendary	Secret Round	Missing a shot in a burst grants a fourth round.
Scout Rifle	Uncommon	Crowd Control	Bonus damage for a short time after a kill.
Scout Rifle	Uncommon	Shoot to Loot	Shoot ammo to pick it up!
Scout Rifle	Uncommon	Grenadier	Kills add 10% to grenade energy.
Scout Rifle	Uncommon	Outlaw	Extremely fast reload after a precision kill.
Scout Rifle	Uncommon	Hair Trigger	Fires the instant trigger pressure is detected.
Scout Rifle	Uncommon	Final Round	Bonus damage at end of the magazine.
Scout Rifle	Uncommon	Life Support	Restore 50% of magazine and reload 150% faster after a near-death kill
Scout Rifle	Uncommon	Luck in the Chamber	Bonus damage on one round in the magazine.
Scout Rifle	Uncommon	Private Eye	50% bonus zoom when crouched.
Scout Rifle	Uncommon	Rangefinder	10% bonus to Range, 20% bonus to damage falloff distance.
Scout Rifle	Uncommon	Reactive Reload	Reloading after a kill grants 33% bonus damage for three seconds.
Scout Rifle	Uncommon	Spray and Play	50% faster base reload when magazine is empty.
Scout Rifle	Uncommon	Return to Sender	25% chance to add a round to your inventory ammo on a kill.
Scout Rifle	Uncommon	Take a Knee	Accuracy improves when firing crouched.
Scout Rifle	Uncommon	Zen Moment	Stability increased with each hit.
Scout Rifle	Rare	Shoot to Loot	Shoot ammo to pick it up!
Scout Rifle	Rare	Grenadier	Kills add 10% to grenade energy.
Scout Rifle	Rare	Outlaw	Extremely fast reload after a precision kill.
Scout Rifle	Rare	Luck in the Chamber	Bonus damage on one round in the magazine.
Scout Rifle	Rare	Performance Bonus	25% chance to grant bonus ammo into inventory on a kill.
Scout Rifle	Rare	Private Eye	50% bonus zoom when crouched.
Scout Rifle	Rare	Rangefinder	10% bonus to Range, 20% bonus to damage falloff distance.
Scout Rifle	Rare	Reactive Reload	Reloading after a kill grants 33% bonus damage for three seconds.
Scout Rifle	Rare	Spray and Play	50% faster base reload when magazine is empty.
Scout Rifle	Rare	Return to Sender	25% chance to add a round to your inventory ammo on a kill.
Scout Rifle	Rare	Take a Knee	Accuracy improves when firing crouched.
Scout Rifle	Rare	Who's Next	150% faster reloads after a kill.
Scout Rifle	Rare	Zen Moment	Stability increased with each hit.
Scout Rifle	Legendary	Final Round	Bonus damage at end of the magazine.
Scout Rifle	Legendary	Luck in the Chamber	Bonus damage on one round in the magazine.
Scout Rifle	Legendary	Mulligan	5% chance to reload a round into the magazine per shot.
Scout Rifle	Legendary	Return to Sender	25% chance to add a round to your inventory ammo on a kill.
Scout Rifle	Legendary	Take a Knee	Accuracy improves when firing crouched.
Scout Rifle	Legendary	Zen Moment	Stability increased with each hit.

Fusion Rifle	Uncommon	Cascade	Sets reload speed to 150% of base.
Fusion Rifle	Uncommon	Crowd Control	Bonus damage for a short time after a kill.
Fusion Rifle	Uncommon	Hip Fire	Increased accuracy when hipfiring.
Fusion Rifle	Uncommon	Grenadier	Kills add 10% to grenade energy.
Fusion Rifle	Uncommon	Unflinching	Heavily reduces Flinch.
Fusion Rifle	Uncommon	Feeding Frenzy	Boosts reload speed to 120% of base after a kill.
Fusion Rifle	Uncommon	Life Support	Restore 50% of magazine and reload 150% faster after a near-death kill.
Fusion Rifle	Uncommon	Metal Detector	Increased chance for ammo drops.
Fusion Rifle	Uncommon	Performance Bonus	25% chance to grant bonus ammo into inventory on a kill.
Fusion Rifle	Uncommon	Rangefinder	10% bonus to Range, 20% bonus to damage falloff distance.
Fusion Rifle	Uncommon	Vacuum	Increase ammo pick-up radius.
Fusion Rifle	Uncommon	Reactive Reload	Reloading after a kill grants 33% bonus damage for three seconds.
Fusion Rifle	Uncommon	Spray and Play	50% faster base reload when magazine is empty.
Fusion Rifle	Uncommon	Surplus	Doubles amount of ammo gained from each ammo pickup.
Fusion Rifle	Uncommon	Take a Knee	Accuracy improves when firing crouched.
Fusion Rifle	Uncommon	Who's Next	150% faster reloads after a kill.
Fusion Rifle	Rare	Cascade	Sets reload speed to 150% of base.
Fusion Rifle	Rare	Crowd Control	Bonus damage for a short time after a kill.
Fusion Rifle	Rare	Double Down	Boosts ammo available when you spawn.
Fusion Rifle	Rare	Hip Fire	Increased accuracy when hipfiring.
Fusion Rifle	Rare	Grenadier	Kills add 10% to grenade energy.
Fusion Rifle	Rare	Unflinching	Heavily reduces Flinch.
Fusion Rifle	Rare	Feeding Frenzy	Boosts reload speed to 120% of base after a kill.
Fusion Rifle	Rare	Life Support	Restore 50% of magazine and reload 150% faster after a near-death kill.
Fusion Rifle	Rare	Performance Bonus	25% chance to grant bonus ammo into inventory on a kill.
Fusion Rifle	Rare	Rangefinder	10% bonus to Range, 20% bonus to damage falloff distance.
Fusion Rifle	Rare	Reactive Reload	Reloading after a kill grants 33% bonus damage for three seconds.
Fusion Rifle	Rare	Spray and Play	50% faster base reload when magazine is empty.
Fusion Rifle	Rare	Surplus	Doubles amount of ammo gained from each ammo pickup.
Fusion Rifle	Rare	Who's Next	150% faster reloads after a kill.
Fusion Rifle	Legendary	Double Down	Boosts ammo available when you spawn.
Fusion Rifle	Legendary	Hip Fire	Increased accuracy when hipfiring.
Fusion Rifle	Legendary	Performance Bonus	25% chance to grant bonus ammo into inventory on a kill.
Fusion Rifle	Legendary	Rangefinder	10% bonus to Range, 20% bonus to damage falloff distance.
Fusion Rifle	Legendary	Vacuum	Increase ammo pick-up radius.
Fusion Rifle	Legendary	Spray and Play	50% faster base reload when magazine is empty.
Shotgun	Uncommon	Cascade	Sets reload speed to 150% of base.
Shotgun	Uncommon	Clown Cartridge	Every reload has a 25% chance of a 20% magazine bonus.
Shotgun	Uncommon	Shot Package	Narrows pellet spread while in ADS.
Shotgun	Uncommon	Counterbalance	Stabilizes recoil.
Shotgun	Uncommon	Crowd Control	Bonus damage for a short time after a kill.
Shotgun	Uncommon	Full Auto	Converts weapon into full auto fire.
Shotgun	Uncommon	Grenadier	Kills add 10% to grenade energy.
Shotgun	Uncommon	Hair Trigger	Fires the instant trigger pressure is detected.
Shotgun	Uncommon	Final Round	Bonus damage at end of the magazine.
Shotgun	Uncommon	Performance Bonus	25% chance to grant bonus ammo into inventory on a kill.
Shotgun	Uncommon	Rangefinder	10% bonus to Range, 20% bonus to damage falloff distance.
Shotgun	Uncommon	Reactive Reload	Reloading after a kill grants 33% bonus damage for three seconds.
Shotgun	Uncommon	Spray and Play	50% faster base reload when magazine is empty.
Shotgun	Uncommon	Return to Sender	25% chance to add a round to your inventory ammo on a kill.
Shotgun	Uncommon	Surplus	Doubles amount of ammo gained from each ammo pickup.
Shotgun	Uncommon	Kneepads	Enables long slide while equipped.
Shotgun	Rare	Cascade	Sets reload speed to 150% of base.
Shotgun	Rare	Clown Cartridge	Every reload has a 25% chance of a 20% magazine bonus.
Shotgun	Rare	Shot Package	Narrows pellet spread while in ADS.
Shotgun	Rare	Crowd Control	Bonus damage for a short time after a kill.
Shotgun	Rare	Full Auto	Converts weapon into full auto fire.
Shotgun	Rare	Grenadier	Kills add 10% to grenade energy.
Shotgun	Rare	Final Round	Bonus damage at end of the magazine.
Shotgun	Rare	Feeding Frenzy	Boosts reload speed to 120% of base after a kill.
Shotgun	Rare	Performance Bonus	25% chance to grant bonus ammo into inventory on a kill.
Shotgun	Rare	Rangefinder	10% bonus to Range, 20% bonus to damage falloff distance.
Shotgun	Rare	Reactive Reload	Reloading after a kill grants 33% bonus damage for three seconds.
Shotgun	Rare	Spray and Play	50% faster base reload when magazine is empty.
Shotgun	Rare	Return to Sender	25% chance to add a round to your inventory ammo on a kill.
Shotgun	Rare	Kneepads	Enables long slide while equipped.
Shotgun	Rare	Who's Next	150% faster reloads after a kill.
Shotgun	Legendary	Cascade	Sets reload speed to 150% of base.
Shotgun	Legendary	Full Auto	Converts weapon into full auto fire.
Shotgun	Legendary	Performance Bonus	25% chance to grant bonus ammo into inventory on a kill.
Shotgun	Legendary	Rangefinder	10% bonus to Range, 20% bonus to damage falloff distance.
Shotgun	Legendary	Spray and Play	50% faster base reload when magazine is empty.
Shotgun	Legendary	Return to Sender	25% chance to add a round to your inventory ammo on a kill.
Shotgun	Legendary	Kneepads	Enables long slide while equipped.
Sniper Rifle	Uncommon	Clown Cartridge	Every reload has a 25% chance of a 20% magazine bonus.
Sniper Rifle	Uncommon	Crowd Control	Bonus damage for a short time after a kill.
Sniper Rifle	Uncommon	Shoot to Loot	Shoot ammo to pick it up!
Sniper Rifle	Uncommon	Grenadier	Kills add 10% to grenade energy.
Sniper Rifle	Uncommon	Outlaw	Extremely fast reload after a precision kill.
Sniper Rifle	Uncommon	Hair Trigger	Fires the instant trigger pressure is detected.
Sniper Rifle	Uncommon	Final Round	Bonus damage at end of the magazine.
Sniper Rifle	Uncommon	Unflinching	Heavily reduces Flinch.
Sniper Rifle	Uncommon	Feeding Frenzy	Boosts reload speed to 120% of base after a kill.
Sniper Rifle	Uncommon	Mulligan	5% chance to reload a round into the magazine per shot.
Sniper Rifle	Uncommon	Performance Bonus	25% chance to grant bonus ammo into inventory on a kill.
Sniper Rifle	Uncommon	Private Eye	50% bonus zoom when crouched.
Sniper Rifle	Uncommon	Spray and Play	50% faster base reload when magazine is empty.
Sniper Rifle	Uncommon	Surplus	Doubles amount of ammo gained from each ammo pickup.
Sniper Rifle	Uncommon	Who's Next	150% faster reloads after a kill.
Sniper Rifle	Rare	Clown Cartridge	Every reload has a 25% chance of a 20% magazine bonus.
Sniper Rifle	Rare	Shoot to Loot	Shoot ammo to pick it up!
Sniper Rifle	Rare	Grenadier	Kills add 10% to grenade energy.
Sniper Rifle	Rare	Outlaw	Extremely fast reload after a precision kill.
Sniper Rifle	Rare	Hair Trigger	Fires the instant trigger pressure is detected.
Sniper Rifle	Rare	Final Round	Bonus damage at end of the magazine.
Sniper Rifle	Rare	Unflinching	Heavily reduces Flinch.
Sniper Rifle	Rare	Feeding Frenzy	Boosts reload speed to 120% of base after a kill.
Sniper Rifle	Rare	Life Support	Restore 50% of magazine and reload 150% faster after a near-death kill.
Sniper Rifle	Rare	Mulligan	5% chance to reload a round into the magazine per shot.
Sniper Rifle	Rare	Performance Bonus	25% chance to grant bonus ammo into inventory on a kill.
Sniper Rifle	Rare	Private Eye	50% bonus zoom when crouched.
Sniper Rifle	Rare	Spray and Play	50% faster base reload when magazine is empty.
Sniper Rifle	Rare	Take a Knee	Accuracy improves when firing crouched.
Sniper Rifle	Rare	Who's Next	150% faster reloads after a kill.
Sniper Rifle	Legendary	Double Down	Boosts ammo available when you spawn.
Sniper Rifle	Legendary	Outlaw	Extremely fast reload after a precision kill.
Sniper Rifle	Legendary	Unflinching	Heavily reduces Flinch.
Sniper Rifle	Legendary	Performance Bonus	25% chance to grant bonus ammo into inventory on a kill.
Sniper Rifle	Legendary	Spray and Play	50% faster base reload when magazine is empty.
Sniper Rifle	Legendary	Surplus	Doubles amount of ammo gained from each ammo pickup.
Sniper Rifle	Legendary	Take a Knee	Accuracy improves when firing crouched.

Machinegun	Uncommon	Counterbalance	Stabilizes recoil.
Machinegun	Uncommon	Crowd Control	Bonus damage for a short time after a kill.
Machinegun	Uncommon	Grenadier	Kills add 10% to grenade energy.
Machinegun	Uncommon	Outlaw	Extremely fast reload after a precision kill.
Machinegun	Uncommon	Unflinching	Heavily reduces Flinch.
Machinegun	Uncommon	Feeding Frenzy	Boosts reload speed to 120% of base after a kill.
Machinegun	Uncommon	Life Support	Restore 50% of magazine and reload 150% faster after a near-death kill.
Machinegun	Uncommon	Performance Bonus	25% chance to grant bonus ammo into inventory on a kill.
Machinegun	Uncommon	Rangefinder	10% bonus to Range, 20% bonus to damage falloff distance.
Machinegun	Uncommon	Spray and Play	50% faster base reload when magazine is empty.
Machinegun	Uncommon	Surplus	Doubles amount of ammo gained from each ammo pickup.
Machinegun	Uncommon	Persistence	Accuracy improves as you fire.
Machinegun	Uncommon	Take a Knee	Accuracy improves when firing crouched.
Machinegun	Uncommon	Who's Next	150% faster reloads after a kill.
Machinegun	Rare	Counterbalance	Stabilizes recoil.
Machinegun	Rare	Crowd Control	Bonus damage for a short time after a kill.
Machinegun	Rare	Hip Fire	Increased accuracy when hipfiring.
Machinegun	Rare	Grenadier	Kills add 10% to grenade energy.
Machinegun	Rare	Outlaw	Extremely fast reload after a precision kill.
Machinegun	Rare	Unflinching	Heavily reduces Flinch.
Machinegun	Rare	Feeding Frenzy	Boosts reload speed to 120% of base after a kill.
Machinegun	Rare	Life Support	Restore 50% of magazine and reload 150% faster after a near-death kill.
Machinegun	Rare	Performance Bonus	25% chance to grant bonus ammo into inventory on a kill.
Machinegun	Rare	Rangefinder	10% bonus to Range, 20% bonus to damage falloff distance.
Machinegun	Rare	Spray and Play	50% faster base reload when magazine is empty.
Machinegun	Rare	Persistence	Accuracy improves as you fire.
Machinegun	Rare	Take a Knee	Accuracy improves when firing crouched.
Machinegun	Rare	Who's Next	150% faster reloads after a kill.
Machinegun	Legendary	Counterbalance	Stabilizes recoil.
Machinegun	Legendary	Hip Fire	Increased accuracy when hipfiring.
Machinegun	Legendary	Rangefinder	10% bonus to Range, 20% bonus to damage falloff distance.
Machinegun	Legendary	Spray and Play	50% faster base reload when magazine is empty.
Machinegun	Legendary	Persistence	Accuracy improves as you fire.
Machinegun	Legendary	Take a Knee	Accuracy improves when firing crouched.
Rocket Launcher	Uncommon	Clown Cartridge	Every reload has a 25% chance of a 20% magazine bonus.
Rocket Launcher	Uncommon	Cluster Bomb	Rocket detonation spawns cluster bombs.
Rocket Launcher	Uncommon	Grenades and Horseshoes	Rockets gain a proximity trigger.
Rocket Launcher	Uncommon	Grenadier	Kills add 10% to grenade energy.
Rocket Launcher	Uncommon	Hair Trigger	Fires the instant trigger pressure is detected.
Rocket Launcher	Uncommon	Unflinching	Heavily reduces Flinch.
Rocket Launcher	Uncommon	Feeding Frenzy	Boosts reload speed to 120% of base after a kill.
Rocket Launcher	Uncommon	Mulligan	5% chance to reload a round into the magazine per shot.
Rocket Launcher	Uncommon	Private Eye	50% bonus zoom when crouched.
Rocket Launcher	Uncommon	Vacuum	Increase ammo pick-up radius.
Rocket Launcher	Uncommon	Reactive Reload	Reloading after a kill grants 33% bonus damage for three seconds.
Rocket Launcher	Uncommon	Spray and Play	50% faster base reload when magazine is empty.
Rocket Launcher	Uncommon	Surplus	Doubles amount of ammo gained from each ammo pickup.
Rocket Launcher	Uncommon	Tripod	Add an additional rocket to the rocket launcher magazine.
Rocket Launcher	Uncommon	Tracking	Lock on tracking while zoomed.
Rocket Launcher	Uncommon	Who's Next	150% faster reloads after a kill.
Rocket Launcher	Rare	Clown Cartridge	Every reload has a 25% chance of a 20% magazine bonus.
Rocket Launcher	Rare	Cluster Bomb	Rocket detonation spawns cluster bombs.
Rocket Launcher	Rare	Grenades and Horseshoes	Rockets gain a proximity trigger.
Rocket Launcher	Rare	Grenadier	Kills add 10% to grenade energy.
Rocket Launcher	Rare	Unflinching	Heavily reduces Flinch.
Rocket Launcher	Rare	Mulligan	5% chance to reload a round into the magazine per shot.
Rocket Launcher	Rare	Vacuum	Increase ammo pick-up radius.
Rocket Launcher	Rare	Reactive Reload	Reloading after a kill grants 33% bonus damage for three seconds.
Rocket Launcher	Rare	Spray and Play	50% faster base reload when magazine is empty.
Rocket Launcher	Rare	Surplus	Doubles amount of ammo gained from each ammo pickup.
Rocket Launcher	Rare	Tripod	Add an additional rocket to the rocket launcher magazine.
Rocket Launcher	Rare	Tracking	Lock on tracking while zoomed.
Rocket Launcher	Rare	Who's Next	150% faster reloads after a kill.
Rocket Launcher	Legendary	Cluster Bomb	Rocket detonation spawns cluster bombs.
Rocket Launcher	Legendary	Grenades and Horseshoes	Rockets gain a proximity trigger.
Rocket Launcher	Legendary	Unflinching	Heavily reduces Flinch.
Rocket Launcher	Legendary	Mulligan	5% chance to reload a round into the magazine per shot.
Rocket Launcher	Legendary	Surplus	Doubles amount of ammo gained from each ammo pickup.
Rocket Launcher	Legendary	Tripod	Add an additional rocket to the rocket launcher magazine.
Rocket Launcher	Legendary	Tracking	Lock on tracking while zoomed.

Stat Mods

Auto Rifle	Rare	First Slot	Fitted Stock	+25 Stability.
Auto Rifle	Rare	First Slot	Lightweight	+2 Agility when weapon is equipped.
Auto Rifle	Rare	First Slot	Skip Rounds	Increases bullet ricochet chance.
Auto Rifle	Rare	Second Slot	Hand Loaded	+20 Range.
Auto Rifle	Rare	Second Slot	Single Point Sling	+50% Ready and Away, +10% movement speed.
Auto Rifle	Rare	Second Slot	Snapshot	+30% ADS speed.
Auto Rifle	Legendary	First Slot	Flared Magwell	+100 Reload, -10 Stability.
Auto Rifle	Legendary	First Slot	Perfect Balance	+35 Stability, -20 Range.
Auto Rifle	Legendary	First Slot	Quick Draw	+100 Handling, +10% Ready, +10% Away.
Auto Rifle	Legendary	Second Slot	Field Scout	+100 Magazine, +80 Inventory.
Auto Rifle	Legendary	Second Slot	Hammer Forged	+40 Range, -10 Reload.
Auto Rifle	Legendary	Second Slot	Lightweight	+2 Agility when weapon is equipped.
Auto Rifle	Legendary	Third Slot	Armor Piercing Rounds	Causes rounds to penetrate targets.
Auto Rifle	Legendary	Third Slot	Single Point Sling	+50% Ready and Away, +10% movement speed.
Auto Rifle	Legendary	Third Slot	Snapshot	+30% ADS speed.
Hand Cannon	Rare	First Slot	Extended Mag	+30 Magazine.
Hand Cannon	Rare	First Slot	Hand Loaded	+20 Range.
Hand Cannon	Rare	First Slot	High Caliber Rounds	Boosts flinch effect of your shots.
Hand Cannon	Rare	First Slot	Send It	+50 Range, -30 Magazine and Inventory.
Hand Cannon	Rare	Second Slot	Armor Piercing Rounds	Causes rounds to penetrate targets.
Hand Cannon	Rare	Second Slot	Lightweight	+2 Agility when weapon is equipped.
Hand Cannon	Rare	Second Slot	Quick Draw	+100 Handling, +10% Ready, +10% Away.
Hand Cannon	Rare	Second Slot	Snapshot	+30% ADS speed.
Hand Cannon	Rare	Second Slot	Speed Reload	+50 Reload.
Hand Cannon	Legendary	First Slot	Field Scout	+100 Magazine, +80 Inventory.
Hand Cannon	Legendary	First Slot	Lightweight	+2 Agility when weapon is equipped.
Hand Cannon	Legendary	First Slot	Quick Draw	+100 Handling, +10% Ready, +10% Away.
Hand Cannon	Legendary	Second Slot	Flared Magwell	+100 Reload, -10 Stability.
Hand Cannon	Legendary	Second Slot	Perfect Balance	+35 Stability, -20 Range.
Hand Cannon	Legendary	Second Slot	Single Point Sling	+50% Ready and Away, +10% movement speed.
Hand Cannon	Legendary	Third Slot	High Caliber Rounds	Boosts flinch effect of your shots.
Hand Cannon	Legendary	Third Slot	Send It	+50 Range, -30 Magazine and Inventory.
Hand Cannon	Legendary	Third Slot	Skip Rounds	Increases bullet ricochet chance.
Pulse Rifle	Rare	First Slot	Hand Loaded	+20 Range.
Pulse Rifle	Rare	First Slot	Skip Rounds	Increases bullet ricochet chance.
Pulse Rifle	Rare	First Slot	Speed Reload	+50 Reload.
Pulse Rifle	Rare	Second Slot	Fitted Stock	+25 Stability.
Pulse Rifle	Rare	Second Slot	Lightweight	+2 Agility when weapon is equipped.
Pulse Rifle	Rare	Second Slot	Single Point Sling	+50% Ready and Away, +10% movement speed.
Pulse Rifle	Legendary	First Slot	Explosive Rounds	Bullets detonate on impact.
Pulse Rifle	Legendary	First Slot	Extended Mag	+30 Magazine.
Pulse Rifle	Legendary	First Slot	Hammer Forged	+40 Range, -10 Reload.
Pulse Rifle	Legendary	Second Slot	Flared Magwell	+100 Reload, -10 Stability.
Pulse Rifle	Legendary	Second Slot	Lightweight	+2 Agility when weapon is equipped.
Pulse Rifle	Legendary	Second Slot	Skip Rounds	Increases bullet ricochet chance.
Pulse Rifle	Legendary	Third Slot	Field Scout	+100 Magazine, +80 Inventory.
Pulse Rifle	Legendary	Third Slot	Perfect Balance	+35 Stability, -20 Range.
Pulse Rifle	Legendary	Third Slot	Snapshot	+30% ADS speed.
Scout Rifle	Rare	First Slot	Fitted Stock	+25 Stability.
Scout Rifle	Rare	First Slot	Hand Loaded	+20 Range.
Scout Rifle	Rare	First Slot	Speed Reload	+50 Reload.
Scout Rifle	Rare	Second Slot	Custom Optics	+0.5x zoom.
Scout Rifle	Rare	Second Slot	High Caliber Rounds	Boosts flinch effect of your shots.
Scout Rifle	Rare	Second Slot	Snapshot	+30% ADS speed.
Scout Rifle	Legendary	First Slot	Field Scout	+100 Magazine, +80 Inventory.
Scout Rifle	Legendary	First Slot	High Caliber Rounds	Boosts flinch effect of your shots.
Scout Rifle	Legendary	First Slot	Snapshot	+30% ADS speed.
Scout Rifle	Legendary	Second Slot	Fitted Stock	+25 Stability.
Scout Rifle	Legendary	Second Slot	Lightweight	+2 Agility when weapon is equipped.
Scout Rifle	Legendary	Second Slot	Send It	+50 Range, -30 Magazine and Inventory.
Scout Rifle	Legendary	Third Slot	Armor Piercing Rounds	Causes rounds to penetrate targets.
Scout Rifle	Legendary	Third Slot	Custom Optics	+0.5x zoom.
Scout Rifle	Legendary	Third Slot	Explosive Rounds	Bullets detonate on impact.

Fusion Rifle	Rare	First Slot	Accelerated Coils	+50 Charge Time.
Fusion Rifle	Rare	First Slot	Enhanced Battery	+100 Magazine, -30 Reload.
Fusion Rifle	Rare	First Slot	Fitted Stock	+25 Stability.
Fusion Rifle	Rare	Second Slot	Single Point Sling	+50% Ready and Away, +10% movement speed.
Fusion Rifle	Rare	Second Slot	Skip Rounds	Increases bullet ricochet chance.
Fusion Rifle	Rare	Second Slot	Speed Reload	+50 Reload.
Fusion Rifle	Legendary	First Slot	Accelerated Coils	+50 Charge Time.
Fusion Rifle	Legendary	First Slot	Flared Magwell	+100 Reload, -10 Stability.
Fusion Rifle	Legendary	First Slot	Quick Draw	+100 Handling, +10% Ready, +10% Away.
Fusion Rifle	Legendary	Second Slot	Hammer Forged	+40 Range, -10 Reload.
Fusion Rifle	Legendary	Second Slot	Lightweight	+2 Agility when weapon is equipped.
Fusion Rifle	Legendary	Second Slot	Perfect Balance	+35 Stability, -20 Range.
Fusion Rifle	Legendary	Third Slot	Armor Piercing Rounds	Causes rounds to penetrate targets.
Fusion Rifle	Legendary	Third Slot	Enhanced Battery	+100 Magazine, -30 Reload.
Fusion Rifle	Legendary	Third Slot	Skip Rounds	Increases bullet ricochet chance.
Shotgun	Rare	First Slot	Extended Mag	+30 Magazine.
Shotgun	Rare	First Slot	Hand Loaded	+20 Range.
Shotgun	Rare	First Slot	Quick Draw	+100 Handling, +10% Ready, +10% Away.
Shotgun	Rare	First Slot	Speed Reload	+50 Reload.
Shotgun	Rare	Second Slot	Explosive Rounds	Bullets detonate on impact.
Shotgun	Rare	Second Slot	Lightweight	+2 Agility when weapon is equipped.
Shotgun	Rare	Second Slot	Single Point Sling	+50% Ready and Away, +10% movement speed.
Shotgun	Legendary	First Slot	Field Scout	+100 Magazine, +80 Inventory.
Shotgun	Legendary	First Slot	Flared Magwell	+100 Reload, -10 Stability.
Shotgun	Legendary	First Slot	Quick Draw	+100 Handling, +10% Ready, +10% Away.
Shotgun	Legendary	Second Slot	Hammer Forged	+40 Range, -10 Reload.
Shotgun	Legendary	Second Slot	Perfect Balance	+35 Stability, -20 Range.
Shotgun	Legendary	Second Slot	Snapshot	+30% ADS speed.
Shotgun	Legendary	Third Slot	Explosive Rounds	Bullets detonate on impact.
Shotgun	Legendary	Third Slot	Lightweight	+2 Agility when weapon is equipped.
Shotgun	Legendary	Third Slot	Single Point Sling	+50% Ready and Away, +10% movement speed.
Sniper Rifle	Rare	First Slot	Extended Mag	+30 Magazine.
Sniper Rifle	Rare	First Slot	Quick Draw	+100 Handling, +10% Ready, +10% Away.
Sniper Rifle	Rare	First Slot	Snapshot	+30% ADS speed.
Sniper Rifle	Rare	First Slot	Speed Reload	+50 Reload.
Sniper Rifle	Rare	Second Slot	Armor Piercing Rounds	Causes rounds to penetrate targets.
Sniper Rifle	Rare	Second Slot	Fitted Stock	+25 Stability.
Sniper Rifle	Rare	Second Slot	High Caliber Rounds	Boosts flinch effect of your shots.
Sniper Rifle	Legendary	First Slot	Explosive Rounds	Bullets detonate on impact.
Sniper Rifle	Legendary	First Slot	Lightweight	+2 Agility when weapon is equipped.
Sniper Rifle	Legendary	First Slot	Snapshot	+30% ADS speed.
Sniper Rifle	Legendary	Second Slot	Armor Piercing Rounds	Causes rounds to penetrate targets.
Sniper Rifle	Legendary	Second Slot	Field Scout	+100 Magazine, +80 Inventory.
Sniper Rifle	Legendary	Second Slot	Send It	+50 Range, -30 Magazine and Inventory.
Sniper Rifle	Legendary	Third Slot	Custom Optics	+0.5x zoom.
Sniper Rifle	Legendary	Third Slot	Perfect Balance	+35 Stability, -20 Range.
Sniper Rifle	Legendary	Third Slot	Skip Rounds	Increases bullet ricochet chance.

Machinegun	Rare	First Slot	Extended Mag	+30 Magazine.
Machinegun	Rare	First Slot	Fitted Stock	+25 Stability.
Machinegun	Rare	First Slot	Hand Loaded	+20 Range.
Machinegun	Rare	First Slot	Speed Reload	+50 Reload.
Machinegun	Rare	Second Slot	Explosive Rounds	Bullets detonate on impact.
Machinegun	Rare	Second Slot	Single Point Sling	+50% Ready and Away, +10% movement speed.
Machinegun	Rare	Second Slot	Skip Rounds	Increases bullet ricochet chance.
Machinegun	Legendary	First Slot	Explosive Rounds	Bullets detonate on impact.
Machinegun	Legendary	First Slot	Perfect Balance	+35 Stability, -20 Range.
Machinegun	Legendary	First Slot	Single Point Sling	+50% Ready and Away, +10% movement speed.
Machinegun	Legendary	Second Slot	Field Scout	+100 Magazine, +80 Inventory.
Machinegun	Legendary	Second Slot	Hammer Forged	+40 Range, -10 Reload.
Machinegun	Legendary	Second Slot	Snapshot	+30% ADS speed.
Machinegun	Legendary	Third Slot	Flared Magwell	+100 Reload, -10 Stability.
Machinegun	Legendary	Third Slot	Quick Draw	+100 Handling, +10% Ready, +10% Away.
Machinegun	Legendary	Third Slot	Skip Rounds	Increases bullet ricochet chance.
Rocket Launcher	Rare	First Slot	Fitted Stock	+25 Stability.
Rocket Launcher	Rare	First Slot	Heavy Payload	+40 Blast Radius, -10 Velocity.
Rocket Launcher	Rare	First Slot	Perfect Balance	+35 Stability, -20 Range.
Rocket Launcher	Rare	First Slot	Quick Draw	+100 Handling, +10% Ready, +10% Away.
Rocket Launcher	Rare	First Slot	Single Point Sling	+50% Ready and Away, +10% movement speed.
Rocket Launcher	Rare	Second Slot	Flared Magwell	+100 Reload, -10 Stability.
Rocket Launcher	Rare	Second Slot	Javelin	+40 Velocity, -10 Stability.
Rocket Launcher	Rare	Second Slot	Snapshot	+30% ADS speed.
Rocket Launcher	Rare	Second Slot	Speed Reload	+50 Reload.
Rocket Launcher	Legendary	First Slot	Fitted Stock	+25 Stability.
Rocket Launcher	Legendary	First Slot	Perfect Balance	+35 Stability, -20 Range.
Rocket Launcher	Legendary	First Slot	Quick Draw	+100 Handling, +10% Ready, +10% Away.
Rocket Launcher	Legendary	Second Slot	Flared Magwell	+100 Reload, -10 Stability.
Rocket Launcher	Legendary	Second Slot	Heavy Payload	+40 Blast Radius, -10 Velocity.
Rocket Launcher	Legendary	Second Slot	Single Point Sling	+50% Ready and Away, +10% movement speed.
Rocket Launcher	Legendary	Third Slot	Field Scout	+100 Magazine, +80 Inventory.
Rocket Launcher	Legendary	Third Slot	Javelin	+40 Velocity, -10 Stability.
Rocket Launcher	Legendary	Third Slot	Snapshot	+30% ADS speed.

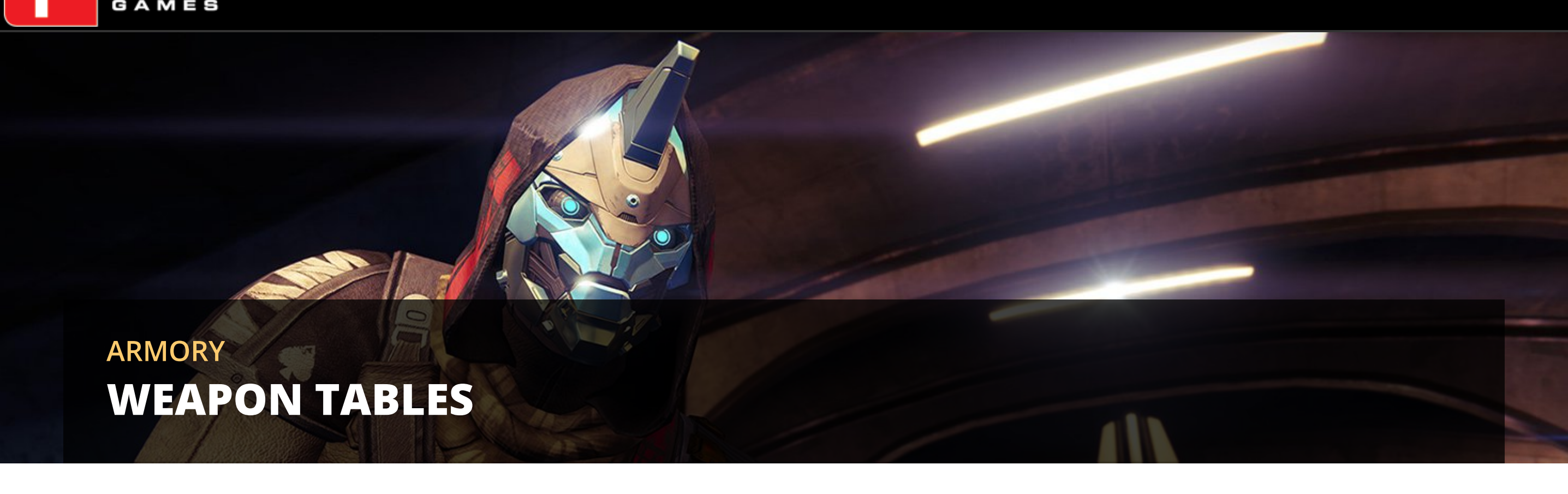
Secondary Mods

Secondary mods only appear on Legendary-quality weapons.

Auto Rifle	Legendary	Feeding Frenzy	Boosts reload speed to 120% of base after a kill.
Auto Rifle	Legendary	Life Support	Restore 50% of magazine and reload 150% faster after a near-death kill.
Auto Rifle	Legendary	Reactive Reload	Reloading after a kill grants 33% bonus damage for three seconds.
Auto Rifle	Legendary	Spray and Play	50% faster base reload when magazine is empty.
Auto Rifle	Legendary	Third Eye	Grants radar while in ADS.
Hand Cannon	Legendary	Crowd Control	Bonus damage for a short time after a kill.
Hand Cannon	Legendary	Grenadier	Kills add 10% to grenade energy.
Hand Cannon	Legendary	Final Round	Bonus damage at end of the magazine.
Hand Cannon	Legendary	Life Support	Restore 50% of magazine and reload 150% faster after a near-death kill.
Hand Cannon	Legendary	Luck in the Chamber	Bonus damage on one round in the magazine.
Hand Cannon	Legendary	Mulligan	5% chance to reload a round into the magazine per shot.
Hand Cannon	Legendary	Reactive Reload	Reloading after a kill grants 33% bonus damage for three seconds.
Hand Cannon	Legendary	Third Eye	Grants radar while in ADS.
Pulse Rifle	Legendary	Hip Fire	Increased accuracy when hipfiring.
Pulse Rifle	Legendary	Full Auto	Converts weapon into full auto fire.
Pulse Rifle	Legendary	Reactive Reload	Reloading after a kill grants 33% bonus damage for three seconds.
Pulse Rifle	Legendary	Spray and Play	50% faster base reload when magazine is empty.
Pulse Rifle	Legendary	Third Eye	Grants radar while in ADS.
Scout Rifle	Legendary	Firefly	Precision kills cause a Solar explosion.
Scout Rifle	Legendary	Grenadier	Kills add 10% to grenade energy.
Scout Rifle	Legendary	Outlaw	Extremely fast reload after a precision kill.
Scout Rifle	Legendary	Life Support	Restore 50% of magazine and reload 150% faster after a near-death kill.
Scout Rifle	Legendary	Third Eye	Grants radar while in ADS.

Fusion Rifle	Legendary	Cascade	Sets reload speed to 150% of base.
Fusion Rifle	Legendary	Grenadier	Kills add 10% to grenade energy.
Fusion Rifle	Legendary	Life Support	Restore 50% of magazine and reload 150% faster after a near-death kill.
Fusion Rifle	Legendary	Kneepads	Enables long slide while equipped.
Fusion Rifle	Legendary	Who's Next	150% faster reloads after a kill.
Shotgun	Legendary	Shot Package	Narrows pellet spread while in ADS.
Shotgun	Legendary	Crowd Control	Bonus damage for a short time after a kill.
Shotgun	Legendary	Grenadier	Kills add 10% to grenade energy.
Shotgun	Legendary	Final Round	Bonus damage at end of the magazine.
Shotgun	Legendary	Luck in the Chamber	Bonus damage on one round in the magazine.
Shotgun	Legendary	Reactive Reload	Reloading after a kill grants 33% bonus damage for three seconds.
Sniper Rifle	Legendary	Clown Cartridge	Every reload has a 25% chance of a 20% magazine bonus.
Sniper Rifle	Legendary	Firefly	Precision kills cause a Solar explosion.
Sniper Rifle	Legendary	Grenadier	Kills add 10% to grenade energy.
Sniper Rifle	Legendary	Final Round	Bonus damage at end of the magazine.
Sniper Rifle	Legendary	Life Support	Restore 50% of magazine and reload 150% faster after a near-death kill.
Sniper Rifle	Legendary	Mulligan	5% chance to reload a round into the magazine per shot.

Machinegun	Legendary	Crowd Control	Bonus damage for a short time after a kill.
Machinegun	Legendary	Grenadier	Kills add 10% to grenade energy.
Machinegun	Legendary	Feeding Frenzy	Boosts reload speed to 120% of base after a kill.
Machinegun	Legendary	Reactive Reload	Reloading after a kill grants 33% bonus damage for three seconds.
Machinegun	Legendary	Surplus	Doubles amount of ammo gained from each ammo pickup.
Machinegun	Legendary	Who's Next	150% faster reloads after a kill.
Rocket Launcher	Legendary	Clown Cartridge	Every reload has a 25% chance of a 20% magazine bonus.
Rocket Launcher	Legendary	Grenadier	Kills add 10% to grenade energy.
Rocket Launcher	Legendary	Vacuum	Increase ammo pick-up radius.
Rocket Launcher	Legendary	Spray and Play	50% faster base reload when magazine is empty.
Rocket Launcher	Legendary	Third Eye	Grants radar while in ADS.
Rocket Launcher	Legendary	Who's Next	150% faster reloads after a kill.



WEAPON ARCHETYPES

The archetype name tables let you tie any Rare or Legendary weapon by its name to its root archetype. This allows you to make use of the archetype stat charts, as well as the mod stat charts.

Remember, while two weapons may share the same archetype, they can and will have different stats within the ranges of that archetype. Likewise, two weapons of the exact same name have the same stats, but they can have different mods.

Important! Weapon Archetypes

These lists outline the current weapons in Destiny, and you will find more not listed here. When you find a weapon not on the list, it is still possible to determine its core archetype if you examine its stats carefully.

Use the archetype stat charts, and compare the stats of a new weapon you find to an existing weapon that you know the archetype of. Simply comparing the Rate of Fire stat alone can typically narrow the range of possibilities to two different archetypes, and examining the stats that cannot overlap will usually get you to the final archetype.

Once you have a good idea of the archetype, you can then use the mod stat charts to compare the maximum potential stat ranges based on the mods present on your new toy.

Primary Archetypes (alphabetical)

Name	Archetype
Bronzed Miyamoto-D	Rapid
Cassiopeia	Rapid
Deep Fix T76	Lightweight
Doctor Nope	Rapid
Eclypse V/MX2	Rapid
Forcing Function	Rapid
Galahad-E	Balanced
Grim Citizen III	Precise
Her Right Hand	Balanced
Hex Caster ARC	Rapid
Painted SUROS CGB-47	Precise
Problem 78F	Lightweight
Sahara-AR5	Rapid
Shadow Price	Precise
Shingen-E	Stable
Silvered Hushwind-D	Stable
SUROS ADM-50	Precise
Surrender A	Precise
Unwilling Soul-09	Rapid
Vanquisher VIII	Precise

Name	Archetype
A Little Voice	Powerful
Equuleus	Powerful
Hard Luck Mk. 52	Balanced
Hoss Mk.51	Precise
LOCK_ARETE	Lightweight
Lord High Fixer	Precise
Merciless	Balanced
Mos Ganon V	Lightweight
NIFTY_BISCUIT	Balanced
Painted Big Chief Mk. 45	Powerful
Red Hand IX	Balanced
Regulator Mk. 56	Powerful
Renegade Mk.55	Balanced
Silvered Maverick Mk. 41	Balanced
Sir Isaac	Precise
The Chance	Balanced
The Devil You Know	Balanced
Venation III	Balanced

Name	Archetype
Bad Seed Down	Balanced
Baryon MSc	Precise
Black SUROS SWB-42	Rapid
Catena MSc	Rapid
Cold Current	Lightweight
Corona MSc	Stable
Crackerjack.beta	Precise
Dead Air 09F3	Stable
Echo 33	Stable
Fair and Square	Marksman
Hydrus	Lightweight
Lump Distribution	Lightweight
Painted SUROS BZL-45	Precise
Payment VI	Balanced
Primed Starfall MSc	Balanced
Silvered Continuum MSc	Balanced
Strange Suspect	Balanced
Super Pox VLO	Marksman
SUROS JPS-55	Rapid
The Conduit	Lightweight

Name	Archetype
A.1F19X-Ryl	Marksman
Acheron SR5	Precise
Bronzed Yamaduta SR4	Precise
Caelum	Precise
Crusader I	Precise
Crypt Dweller SR1	Lightweight
Cryptic Dragon	Balanced
Foresight 3	Precise
Gladius 77	Balanced
Naraka SR5	Balanced
Primed Yamaduta S4	Balanced
Proxima Centauri II	Marksman
Pulwar V/Ace	Lightweight
Rainmaster V4	Balanced
Thanatos SR5	Precise
The Aries Nemesis X4	Marksman
The Calling	Precise
Vesta Noblese	Precise
Wyestar X9	Precise
Xibalba SR5	Rapid

Special Archetypes (alphabetical)

Name	Archetype
77 Wizard	Powerful
Andromeda	Powerful
Angelic Acid	Lightweight
Dämmerung FR5	Lightweight
Final Rest II	Balanced
Futile Gesture	Precise
Helios FR5	Rapid
LIGHT/Beware	Balanced
Nox Cantor V	Balanced
Nox Fury V	Powerful
Painted Helios FR4	Rapid
Primed Nox Revus IV	Powerful
Prism Schism	Lightweight
Purifier VII	Precise
Silvered Eos FR4	Rapid
Solas FR5	Rapid
Spindevil 3AA	Powerful
Techeun Force	Balanced
The Calming	Rapid

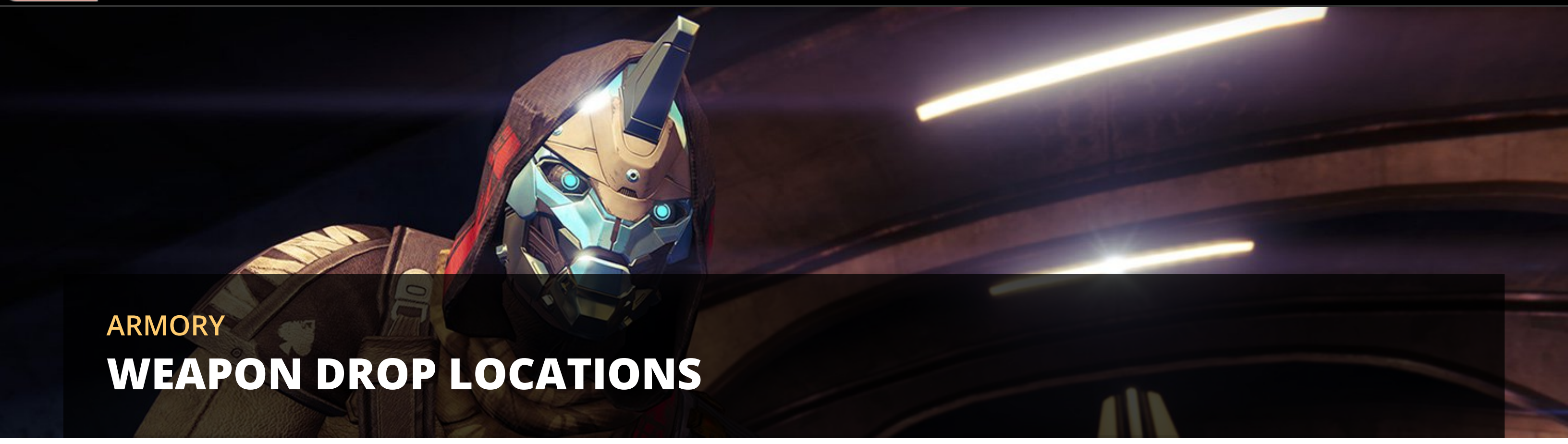
Name	Archetype
Agnes III	Powerful
Black Chasma Esc	Lightweight
Chasma Esc	Lightweight
Double Nickel	Balanced
Her Eyes	Precise
Hide and Seek-42	Balanced
Impulse Esc	Balanced
Invisible Hand M7	Lightweight
Judgment VI	Precise
LOCKJAW	Precise
Sagitta	Lightweight
Sidewinder Mk.53	Precise
SUROS MKB-51	Balanced
The Comedian	Balanced
The Crash	Balanced
Two for the Road	Powerful
Vector Esc	Lightweight

Name	Archetype
Allowance V/C4	Precise
Amina-E7	Precise
Andacht 81	Precise
Avenue A	Balanced
Broken Truth-LR1	Balanced
Caracas-LR5	Precise
Doom Echo XI	Precise
Epitaph 2261	Balanced
FINAL BOSS	Precise
Hieracon-LR5	Precise
Painted Sammuramat-C	Precise
Pompeii-LR5	Lightweight
Prudence II	Lightweight
Saigon-LR5	Lightweight
Scipio-E	Marksman
Silvered Boudicca-D	Marksman
Silvered Caracas-LR4	Precise
The Chosen	Precise
The Majestic	Balanced
Tomyris-E2	Marksman
Vulpecula	Precise

Heavy Archetypes (alphabetical)

Name	Archetype
BFF 2.0	Powerful
Deviant Gravity-A	Stable
Formerly Penitent	Rapid
Genghis-E	Rapid
Genghis-E1	Rapid
Hannibal-E	Balanced
Horologium	Precise
Painted Artemisia-D	Precise
Prestige IV	Rapid
Red River Mk. 40	Precise
Spirit of Alliance	Precise
SudaZomba-3	Powerful
Tamerlane-E1	Precise
The Culling	Rapid
THE SWARM	Stable
Wolves' Bane	Powerful
Xerxes-E	Powerful
Xerxes-E1	Powerful
Zombie Apocalypse WF47	Precise

Name	Archetype
Admonisher III	Heavy
Affentheater C/L-A	Precise
Bishop RS/5	Precise
Chamberlain SA/5	Balanced
Despot SA/5	Rapid
Disruptor 5000	Balanced
Duchess RS/5	Precise
Exodus Plan RS/1	Precise
Happy Boomer	Rapid
Herald SA/5	Powerful
Lacerta	Powerful
Overlord SA/5	Balanced
Painted Camelot SA/4	Heavy
Primed Khan RS/4	Heavy
Steel Oracle Z-11	Heavy
Sultan SA/5	Powerful
The Cure	Precise
The Dreamwaker	Powerful
Unfriendly Giant	Balanced
Whisper C/L-A	Heavy



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WEAPON DROP LOCATIONS

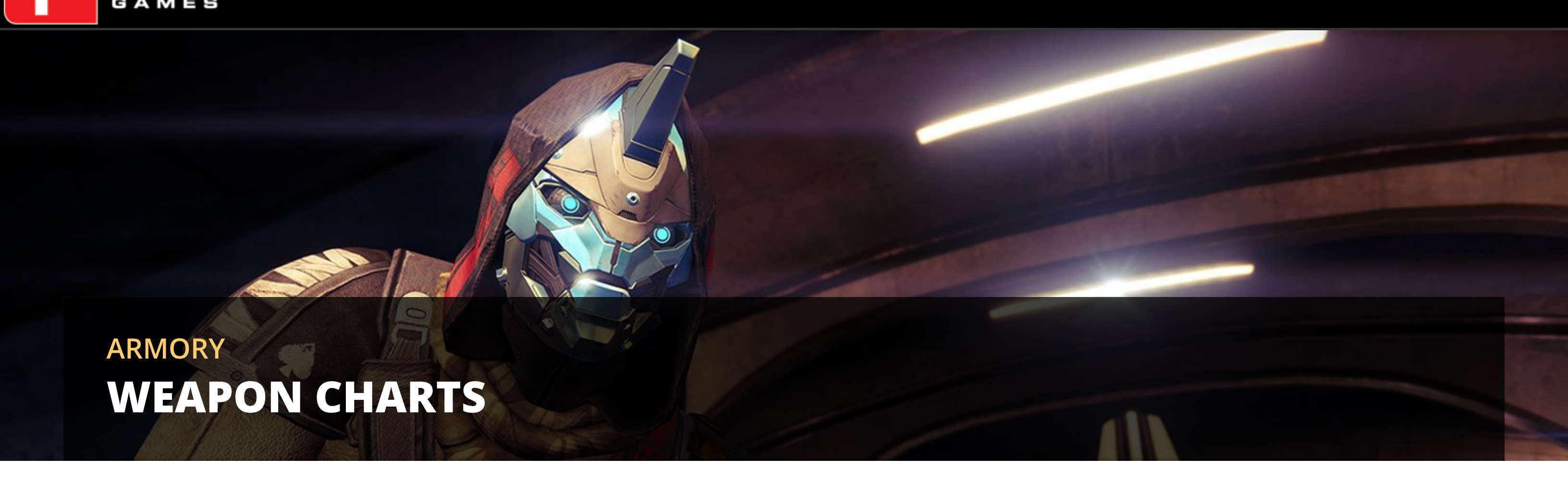
This set of tables is a quick summary of where you can find certain weapons in the game. Keep in mind that you can find many of these weapons in Engrams, if you're lucky!

Important! Drop Locations

Legendary Crucible vendor items can drop in PvP, and Vanguard vendor items can drop in Strikes.

Engrams can potentially contain any Legendary item. Similarly, when you rank up and receive items from a factional vendor, you can earn items they sell. And remember, Engram contents are not 100% guaranteed—you might find a Legendary item in a Rare Engram.

Vendor	Rarity	Weapon	Archetype	Name	Description
Crucible Quartermaster	Legendary	Auto Rifle	Precise	Grim Citizen III	The grief and horror of Twilight Gap drove some of the finest gunsmiths in the City to elevate their art.
Crucible Quartermaster	Legendary	Auto Rifle	Rapid	Hex Caster ARC	The engine of devastation slumbers within, waiting for a worthy finger on the trigger.
Crucible Quartermaster	Legendary	Hand Cannon	Precise	Lord High Fixer	The Lord will hold court today.
Crucible Quartermaster	Legendary	Pulse Rifle	Marksman	Fair and Square	A formidable burst-fire precision rifle, custom-rigged for Crucible combat. Scrupulously devoted to fair play.
Crucible Quartermaster	Legendary	Pulse Rifle	Balanced	Strange Suspect	Certainly not one of the usual suspects.
Crucible Quartermaster	Legendary	Scout Rifle	Balanced	Cryptic Dragon	Those who doubt the existence of dragons are always the first devoured.
Crucible Quartermaster	Legendary	Scout Rifle	Marksman	The Aries Nemesis X4	Killing's never just business; you have to make it personal. Keep the hate close.
Crucible Quartermaster	Legendary	Fusion Rifle	Powerful	77 Wizard	The Exo called Gaunt is a gunsmith famous for his Wizards.
Crucible Quartermaster	Legendary	Shotgun	Lightweight	Invisible Hand M7	Built so light, it sometimes feels like it's not even there.
Crucible Quartermaster	Legendary	Sniper Rifle	Precise	FINAL BOSS	Become the monster.



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WEAPON CHARTS

The following charts covering all of the weapons in Destiny are designed to aid you in making decisions: which weapon you should buy with limited currency, which mods you should seek out, and which sights, barrels, and stat mods you should equip. You can acquire all of this information and more through a combination of playing the game and examining the charts contained here.

And remember that ultimately, while it is very useful to be able to compare the stats of weapons and see how they stack up to one another, what really matters is how good a weapon feels in your hands while you're playing Destiny.

Use this information to inform your decisions about purchasing new weapons and hunting for the ever elusive perfect gun, but don't let it blind you into assuming that a single superior stat always means a better gun. Tradeoffs is the name of the game, maximizing whichever stats matter most to you and minimizing the ones that affect you less.

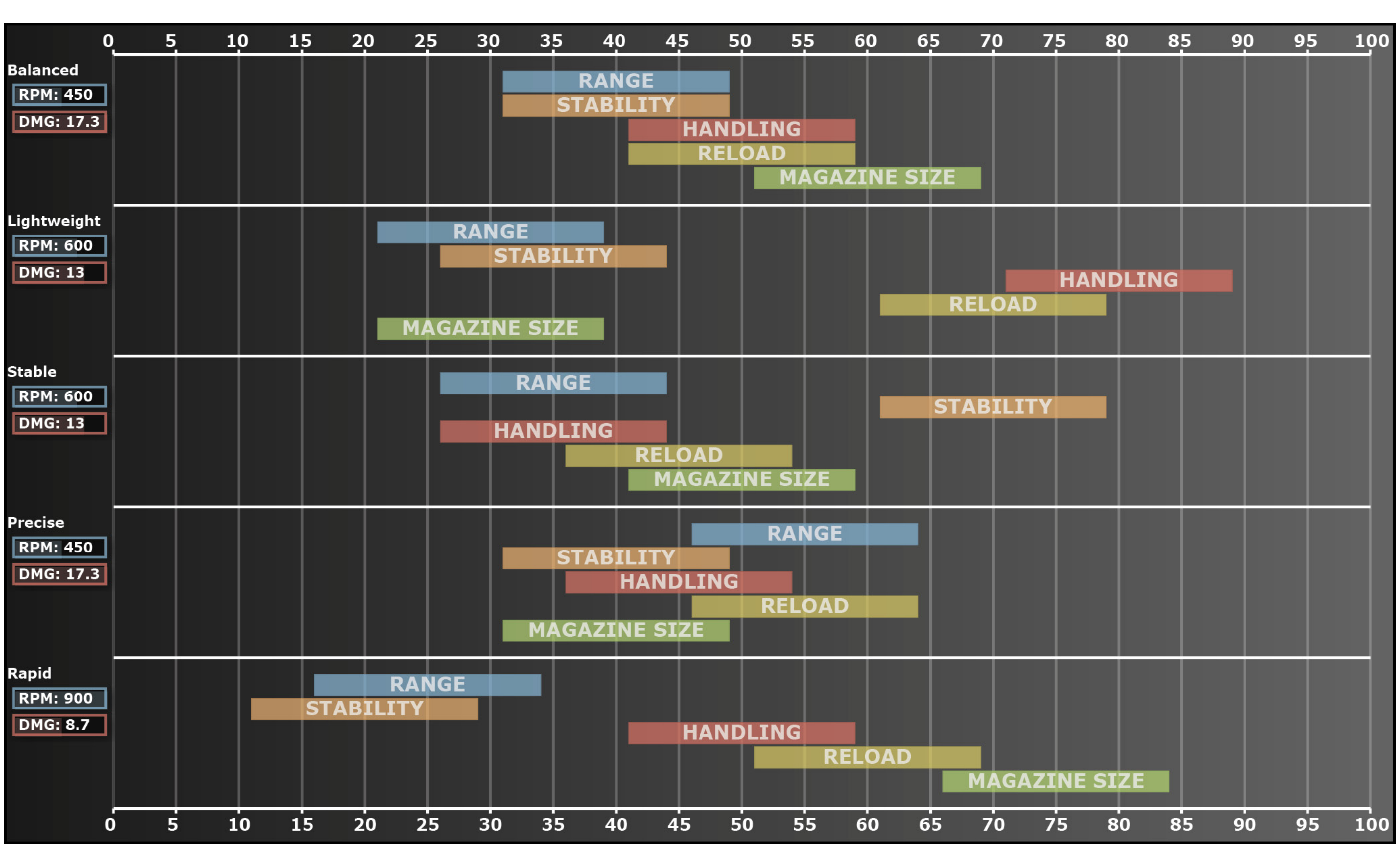
Weapon Archetype Stat Charts

The following charts show the relative stats of every weapon archetype in the game. This allows you to compare multiple stats between the different archetypes at a glance so you can see what makes up a weapon's "personality."

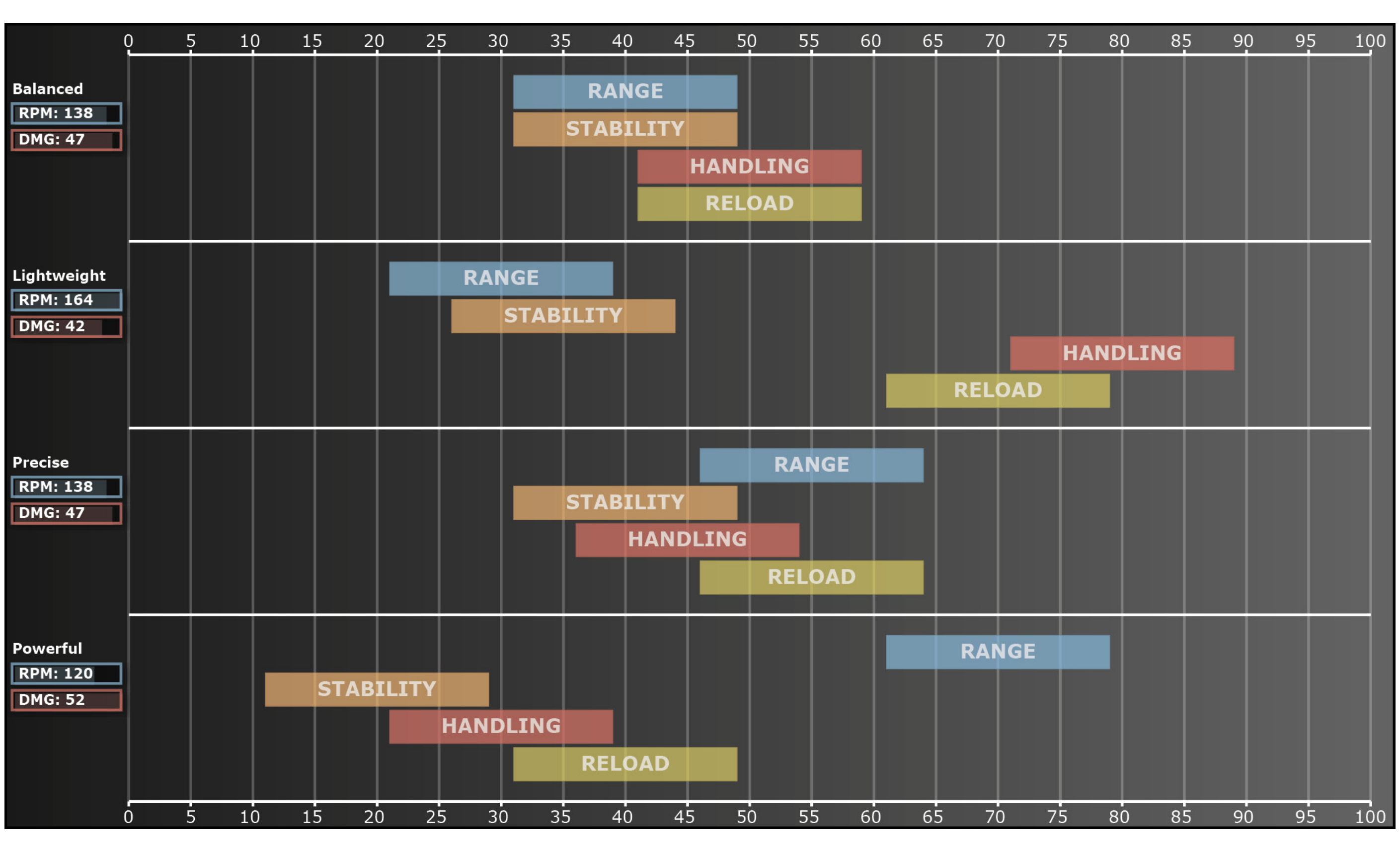
Don't forget that rate of fire, damage, and recoil all play a very important part in affecting the feel of a weapon. Likewise, mods can have a huge effect on the stats of a weapon. The mod stat charts below will outline some of those changes and show you what the stats translate to in-game, rather than displaying relative values.

PRIMARY WEAPONS

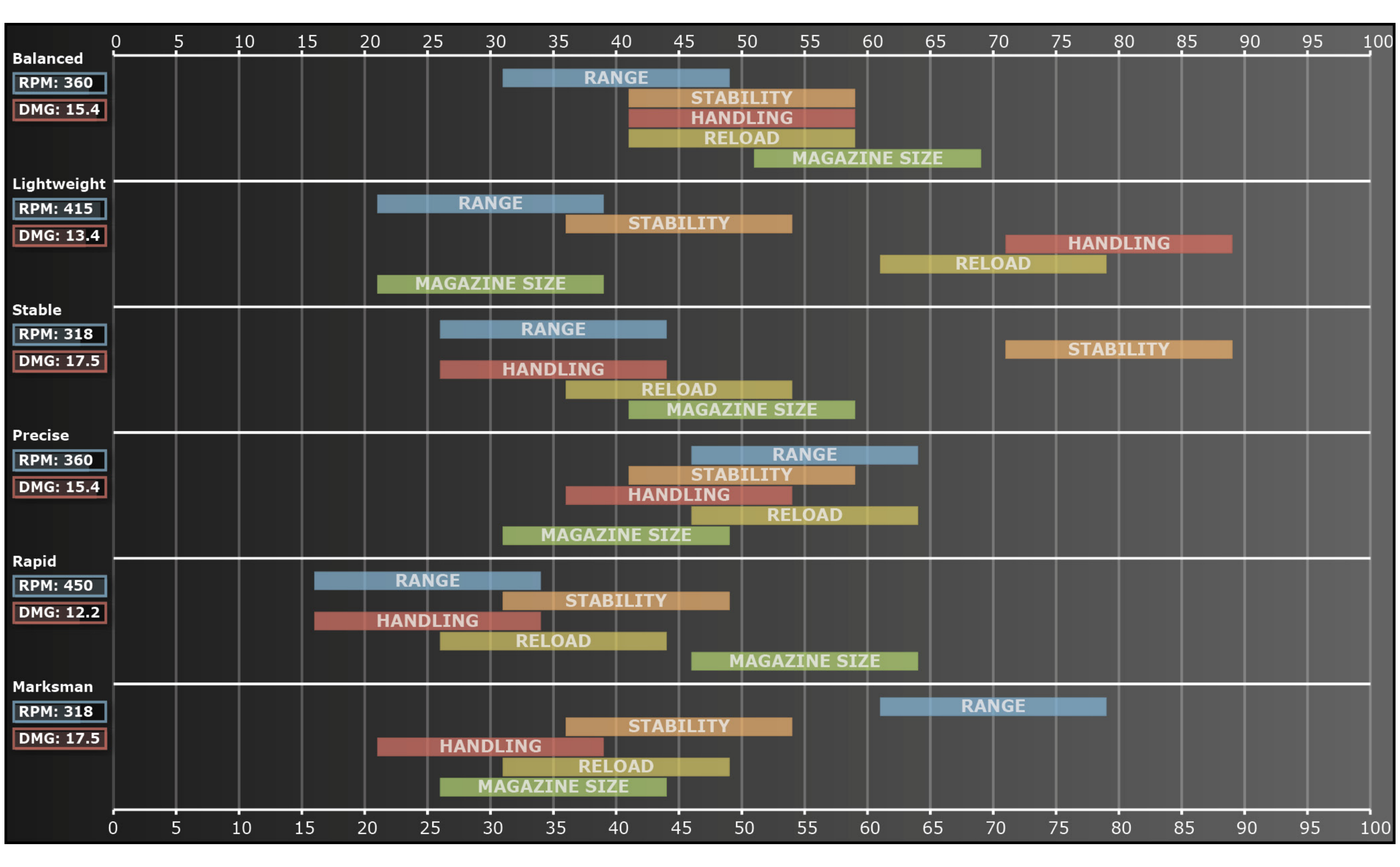
Auto Rifles



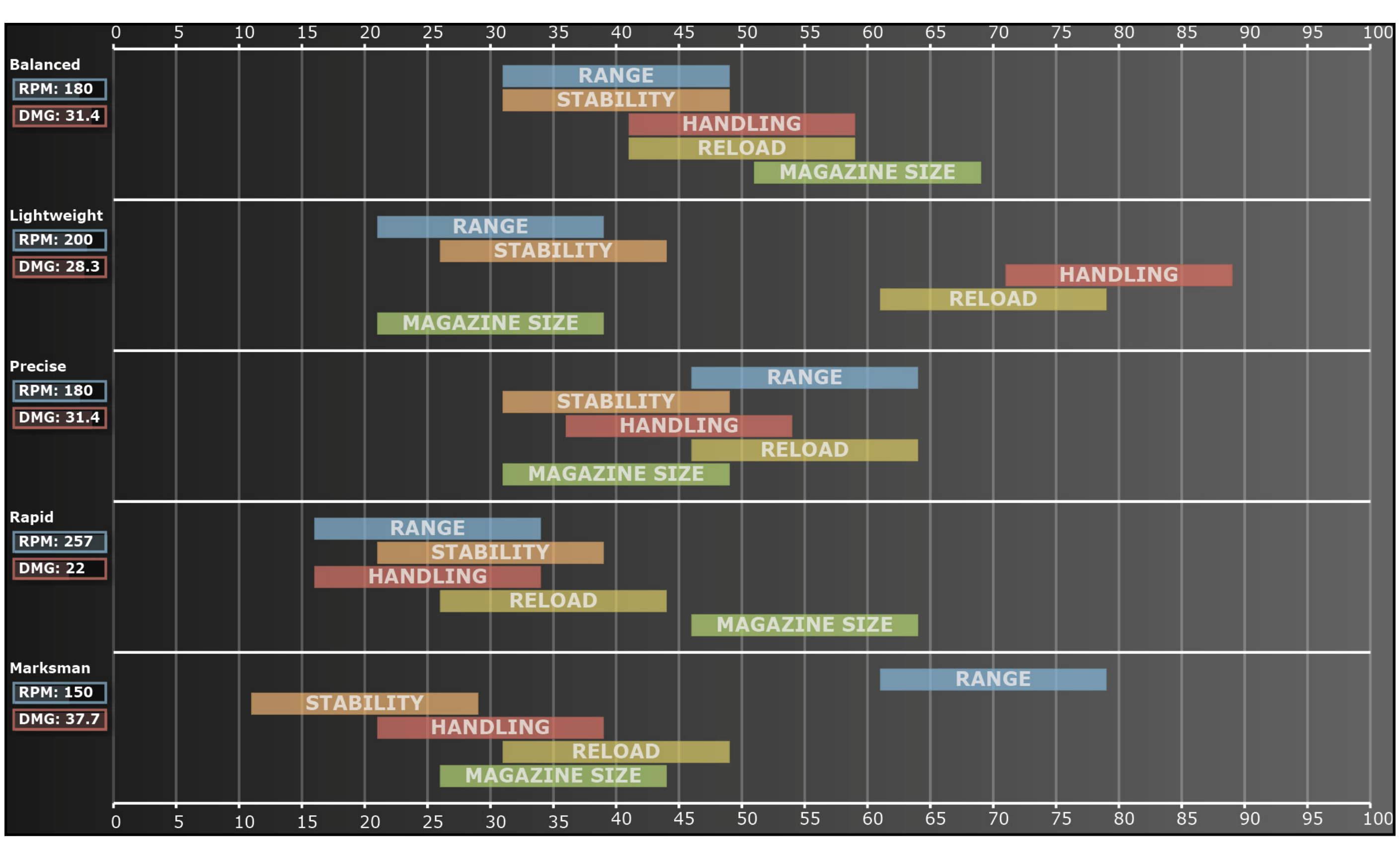
Hand Cannons



Pulse Rifles



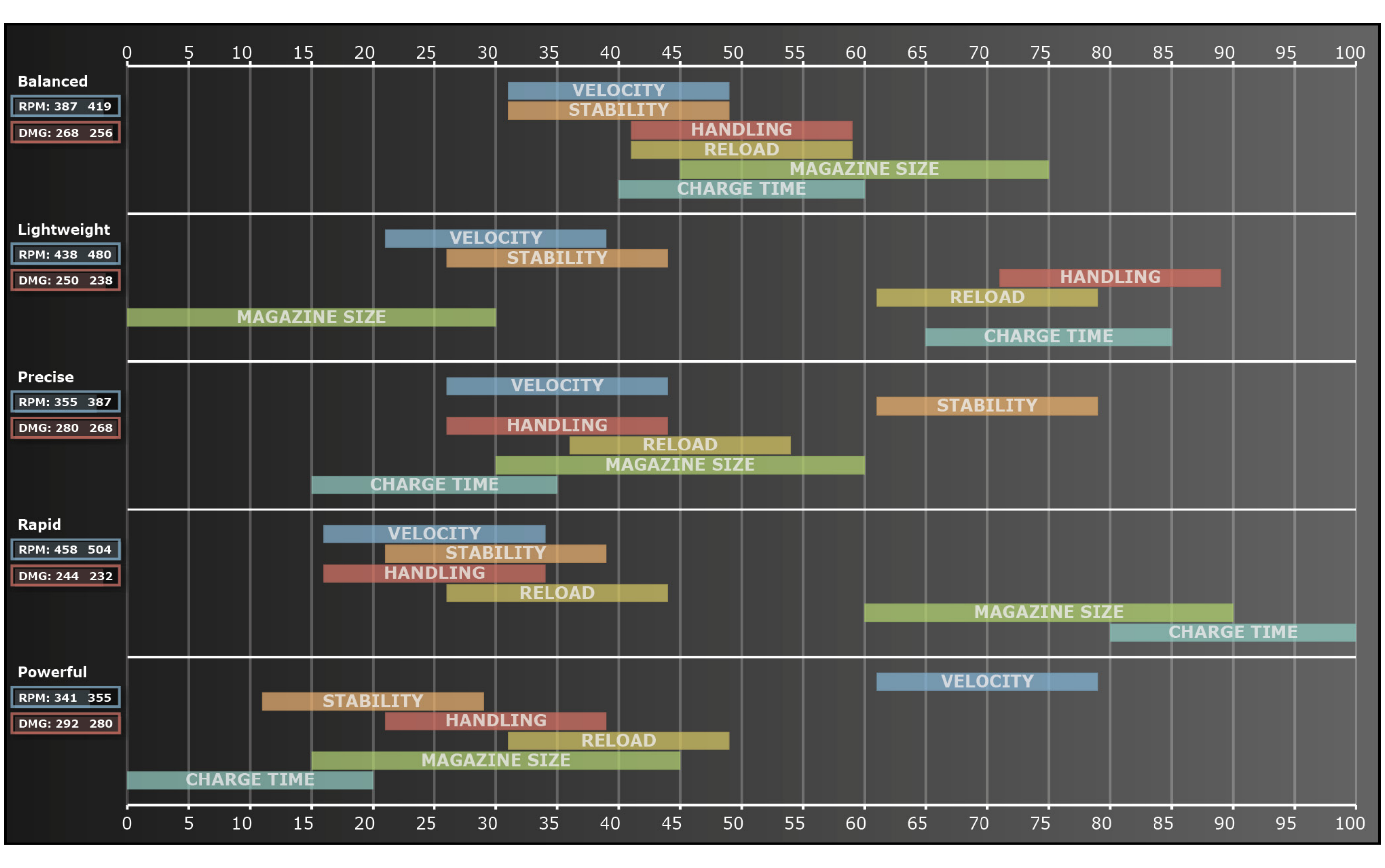
Scout Rifles



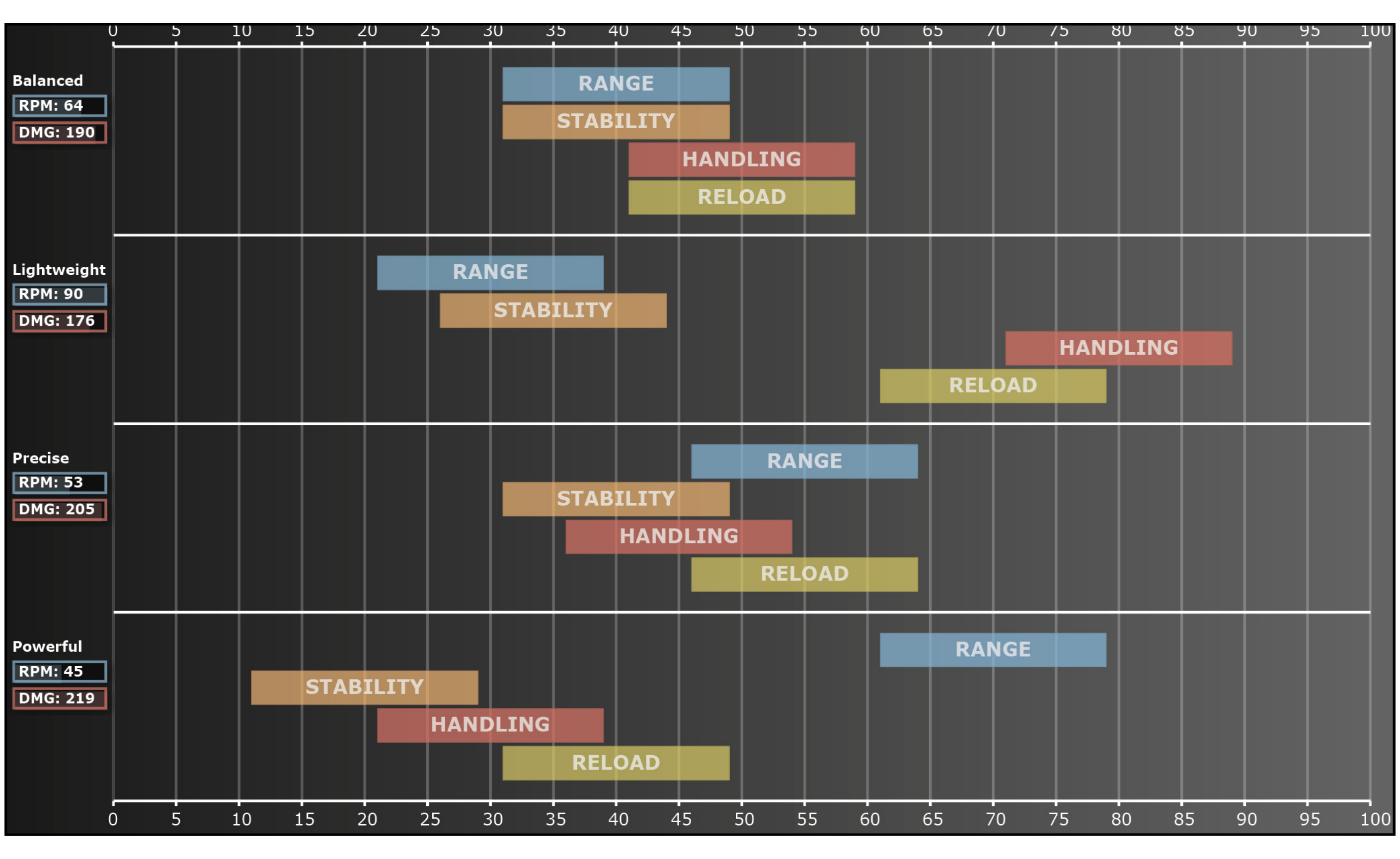
SPECIAL WEAPONS

Fusion Rifles

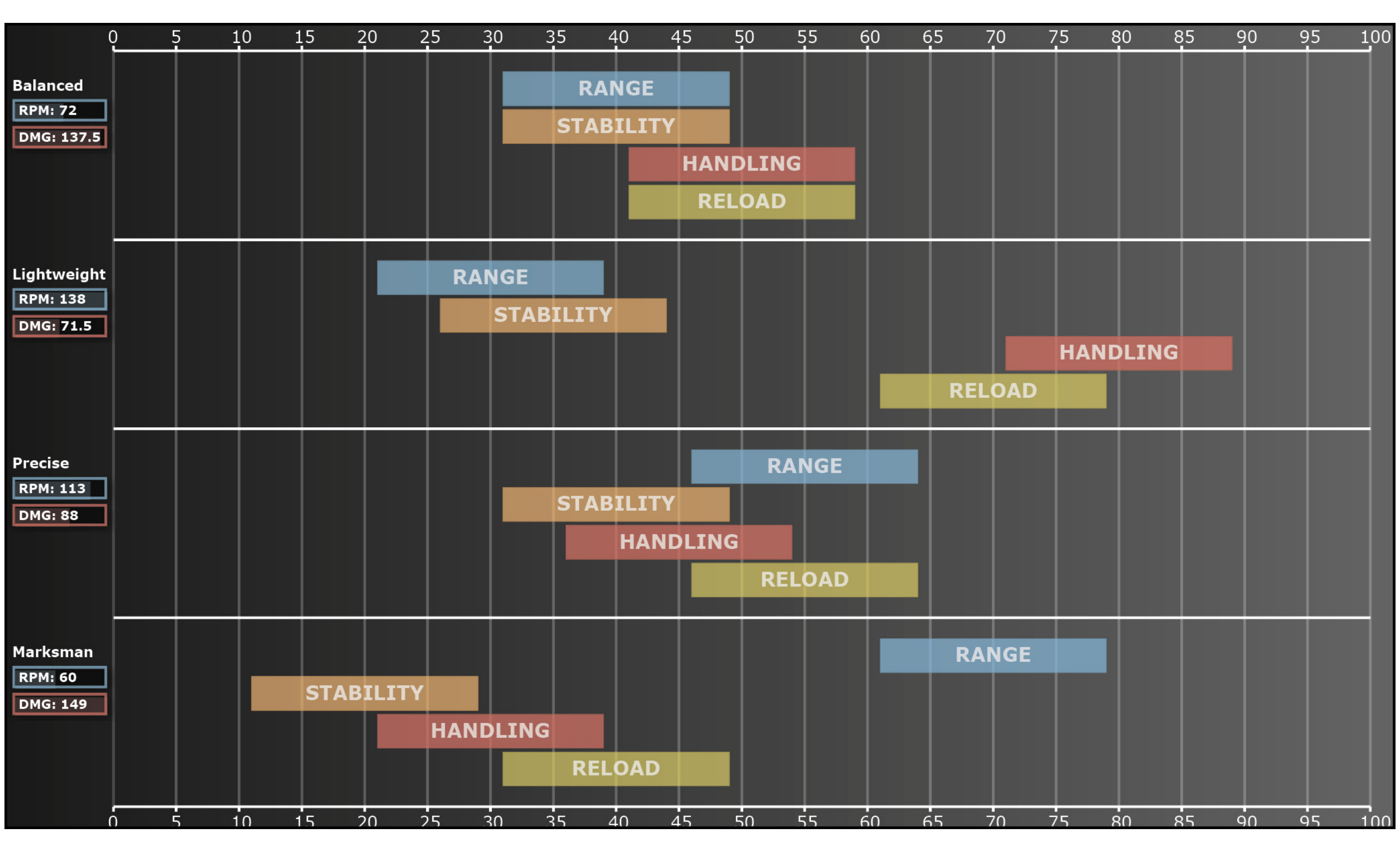
Fusion rifle damage varies based on the charge time of the weapon in question. A faster charge means less damage per burst, but more blasts over time. A slower charge gives you fewer, more powerful blasts.



Shotguns

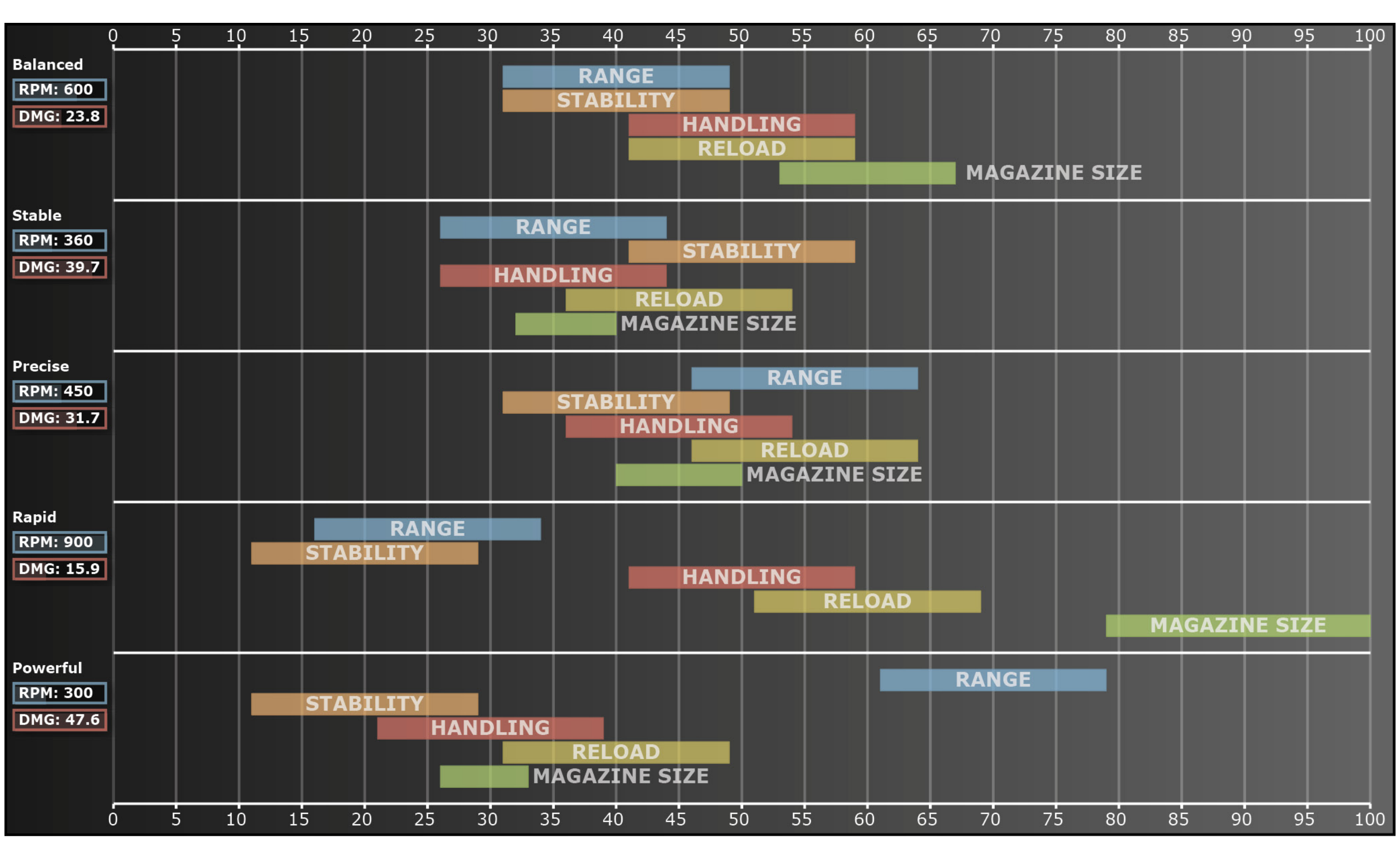


Sniper Rifles



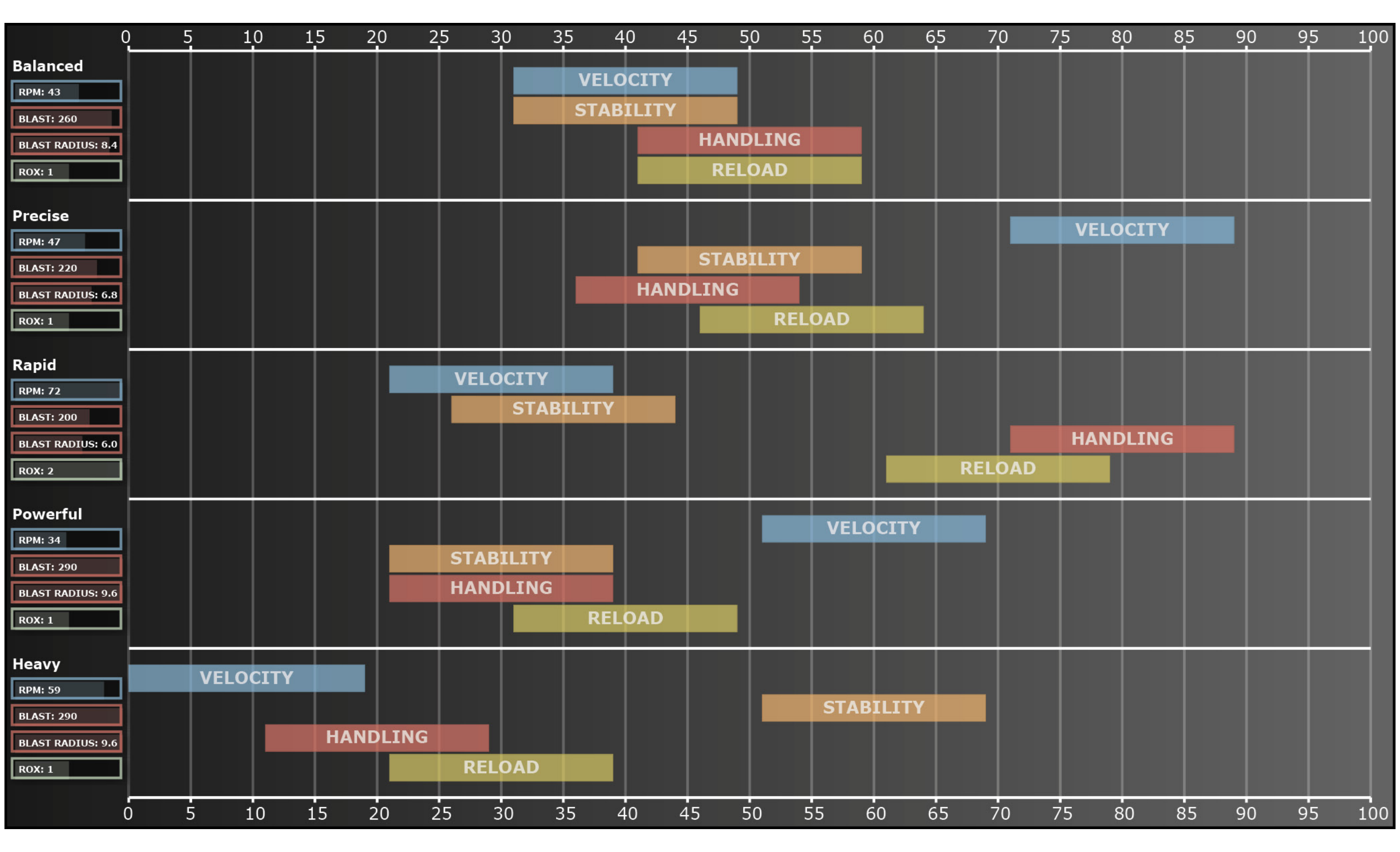
HEAVY WEAPONS

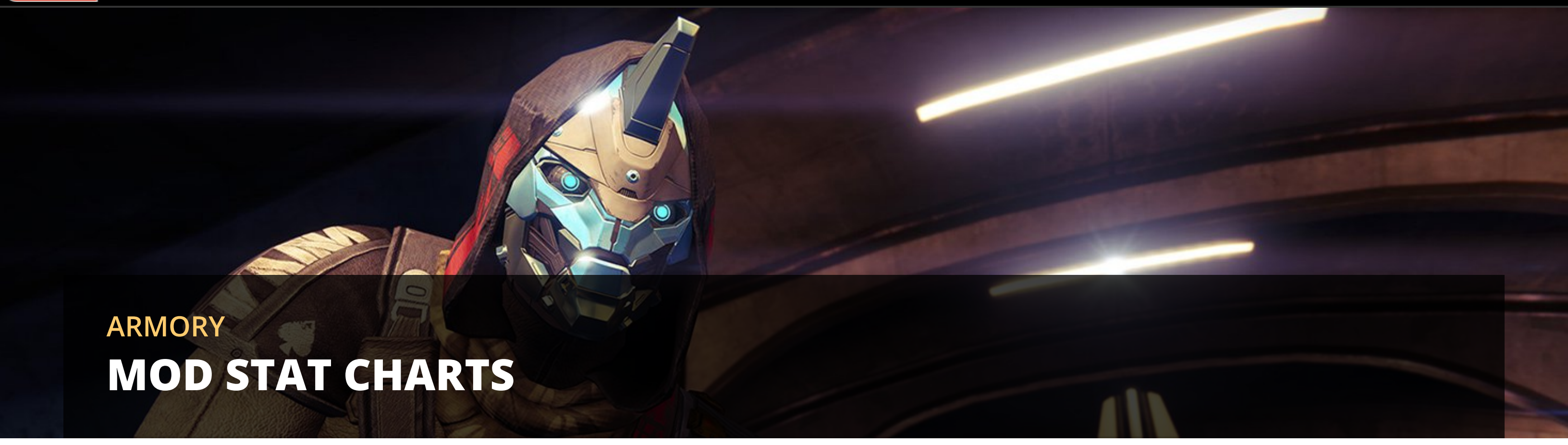
Machineguns



Rocket Launchers

Note that rocket launchers inflict damage differently than other weapons. Their explosions deal a certain amount of impact damage, create more damage as a blast, and have a maximum radius for the damage from the blast.





ARMORY

MOD STAT CHARTS

The following charts have been created to show you two things: first, the effect that Legendary stat mods can have on a weapon of any archetype, and second, what the stat ranges translate to in terms of actual in-game effects. Some weapons do not have permanent mods for specific stats, but there may be temporary stat effects that you can get from your Primary or Secondary Mod slots that do affect that stat.

Because you can tweak stat mods as you see fit, you can tinker with the overall attributes of your weapon, particularly when you combine the changes by modifying the sight or barrel on your weapon, as well.

Important! Mod Stat Charts

These charts show you the effects of the stat mods in the game, which are the always-active mods that can have a dramatic impact on a weapon's performance. Additionally, these show the base stats for Legendary-quality weapons. If you are using an Uncommon or Rare weapon, its stats will be lower, but still in the same proportions.

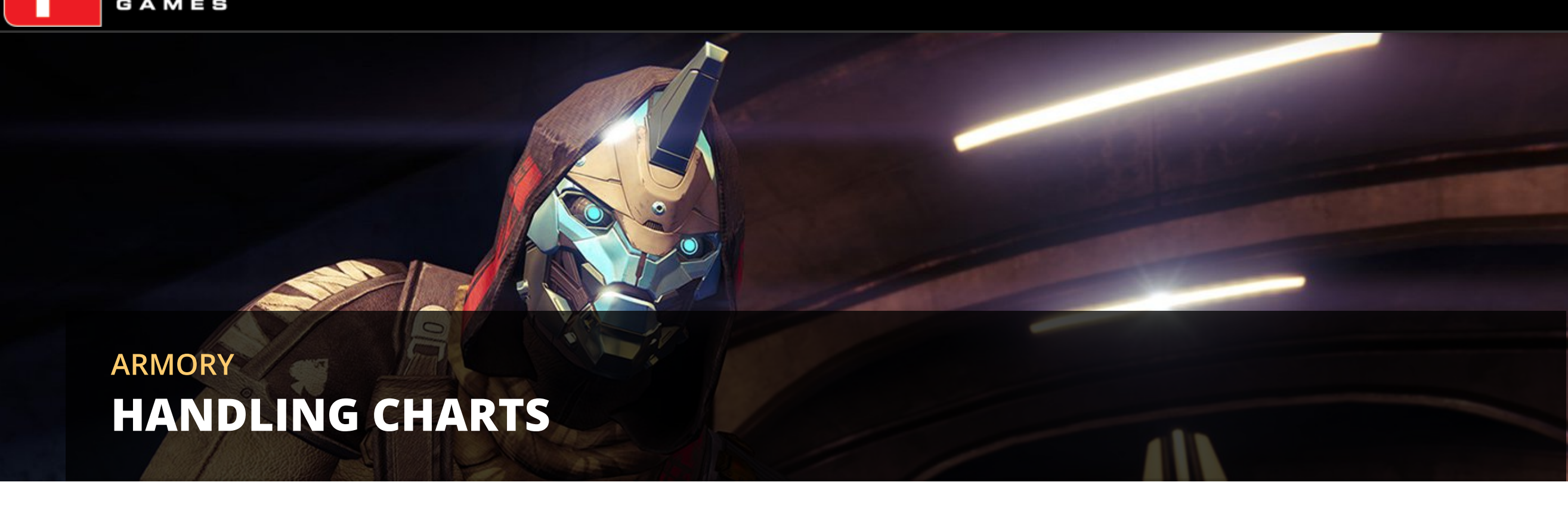
Remember that primary and secondary mods can affect various stats, but many of them have temporary or conditional effects to trigger their bonuses. To remind you of these effects, the possible primary and secondary mods that can impact the stat in question are listed directly below the charts.

All charts shown here reflect stat values and mods available on Legendary weapons. If your Uncommon or Rare weapon has the same mod, the effects are identical, but remember that your weapon's base stats will be lower than those of a Legendary.

Temporary Damage Mods

This is a short collection of mods that can impact your damage. Other than the very small permanent bonuses from barrels on shotguns and rocket launchers, there are no permanently active mods that give large damage bonuses. You have to work for them!

Name	Description
Reactive Reload	Reloading after a kill grants 33% bonus damage for three seconds.
Crowd Control	15% bonus damage for three seconds after scoring a kill.
Glass Half Full	Bottom half of magazine does more damage, scaling from 0% to 6% per shot.
Headseeker	25% bonus precision damage on third hit of a burst.
Final Round	33% bonus damage on last shot in magazine.
Luck in the Chamber	33% bonus damage on one round in the magazine.
Reactive Reload	Reloading after a kill grants 33% bonus damage for three seconds.



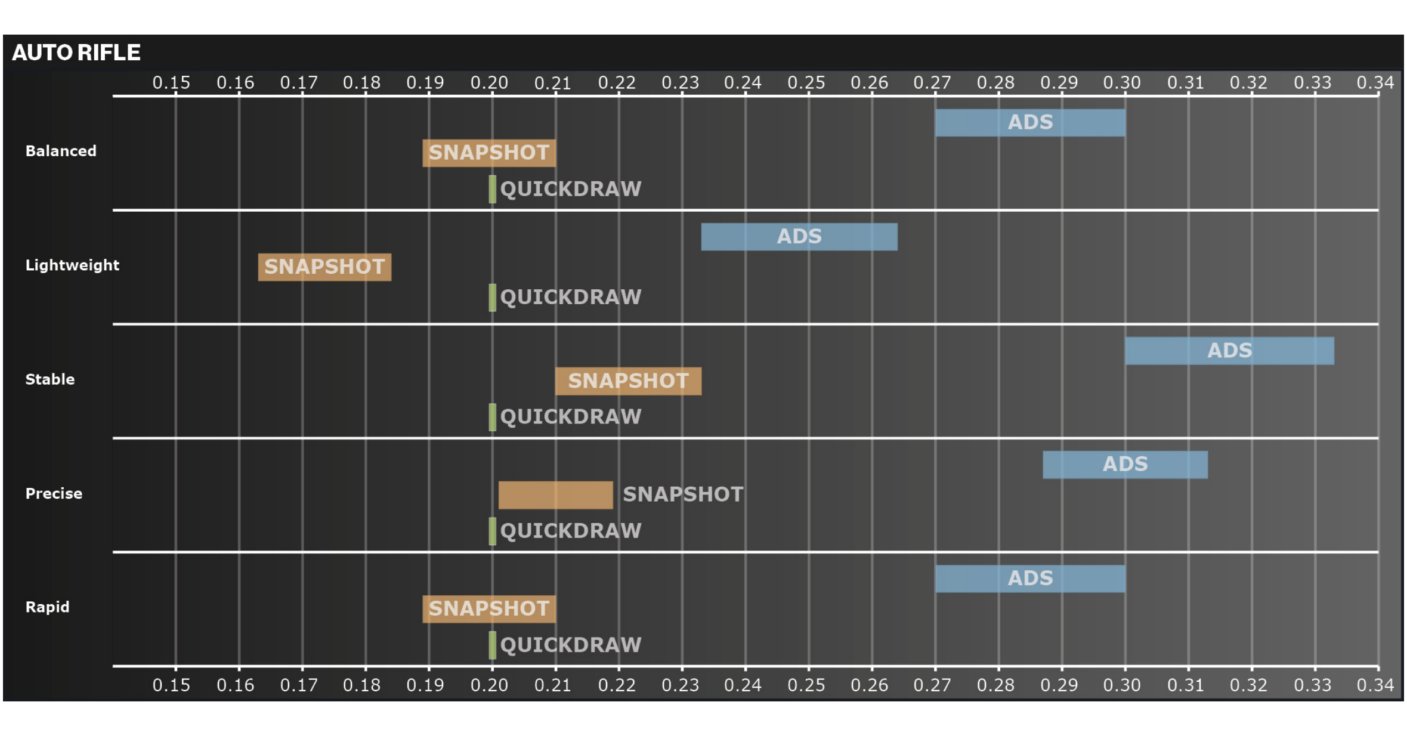
ARMORY

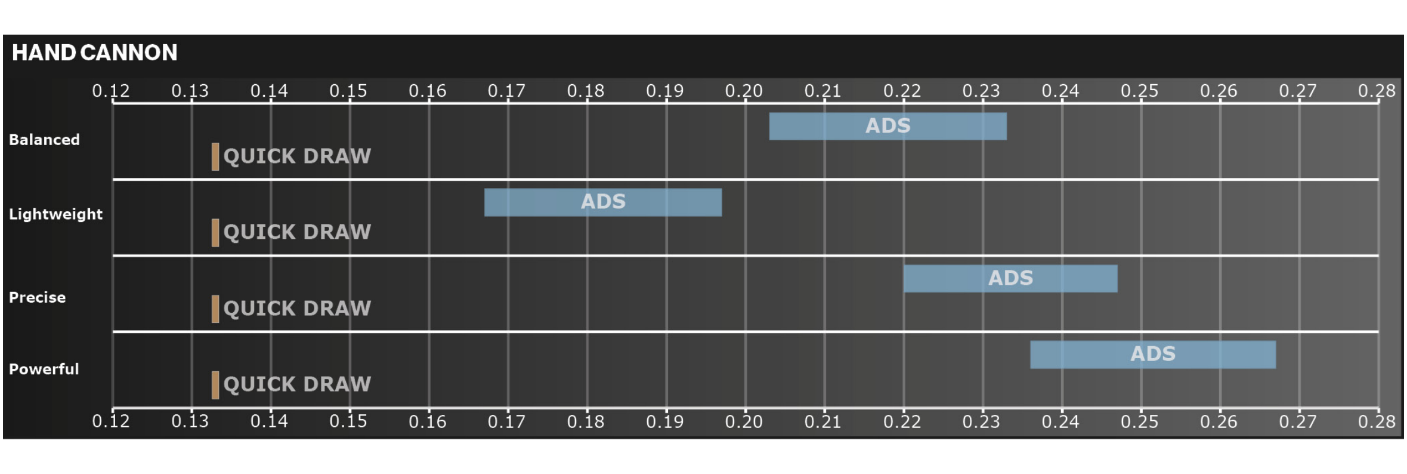
HANDLING CHARTS

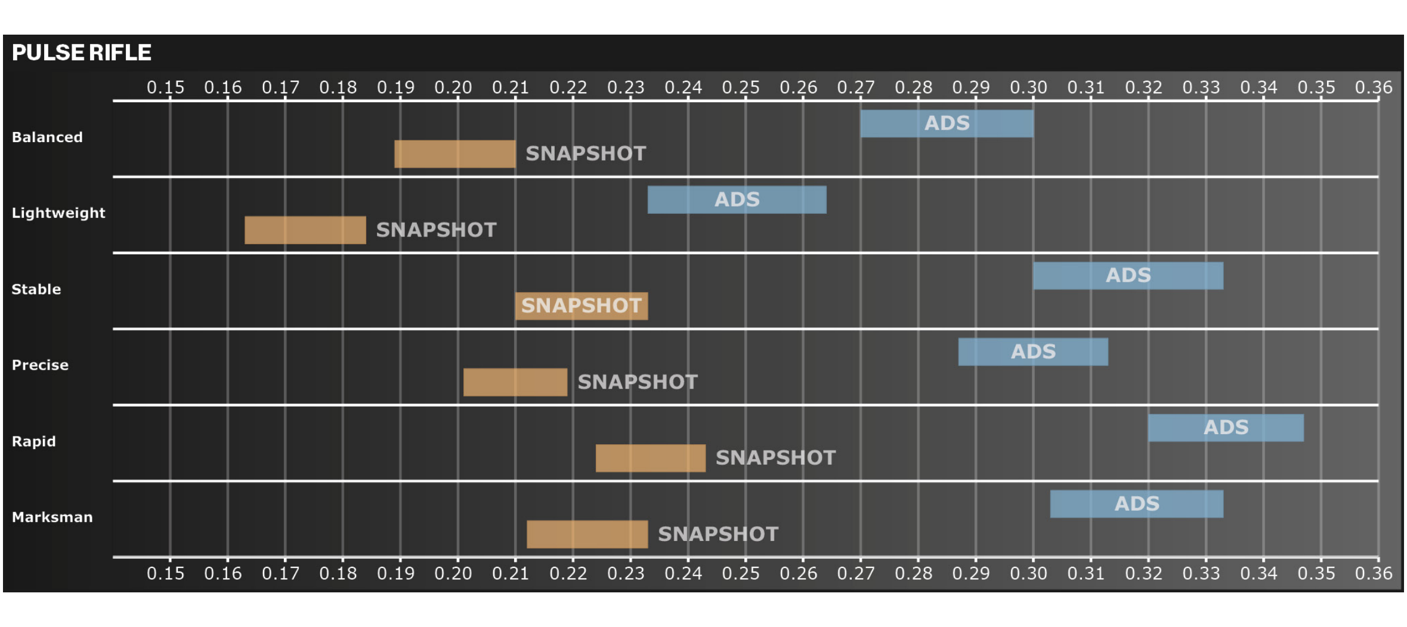
A collection of three different values, the Handling stat includes the time it takes to ADS a weapon, the time it takes to drop it to put it Away when switching away from it, and the time it takes to Ready the weapon when you switch to it or recover from a sprint or melee attack.

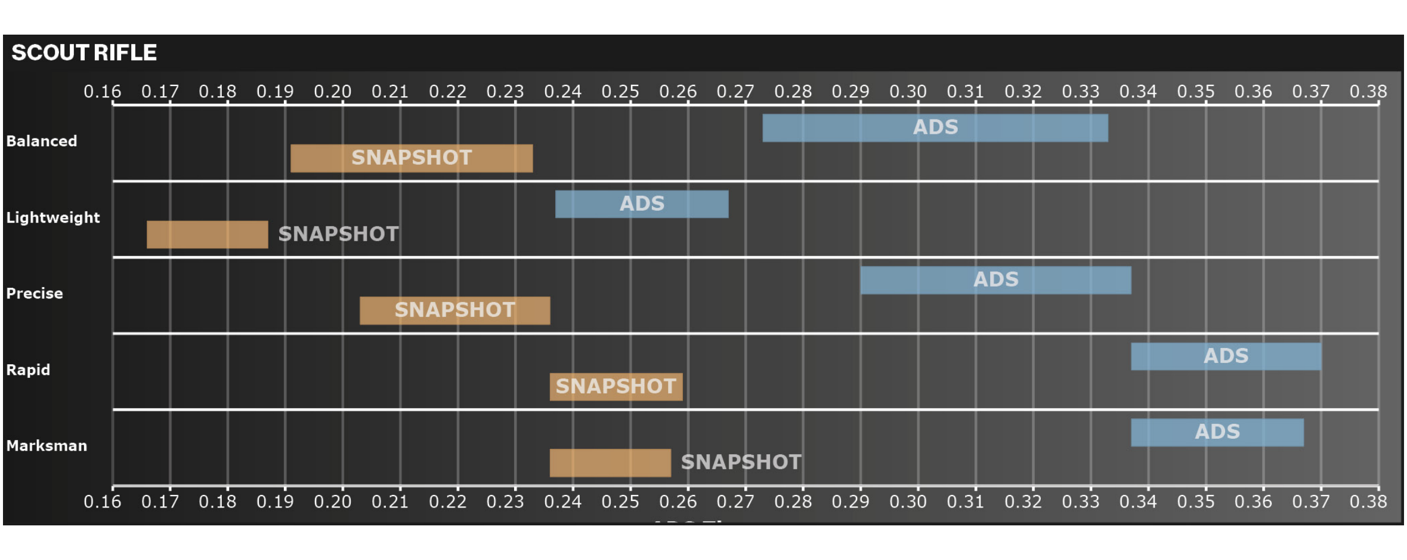
ADS TIME

Primary Weapons

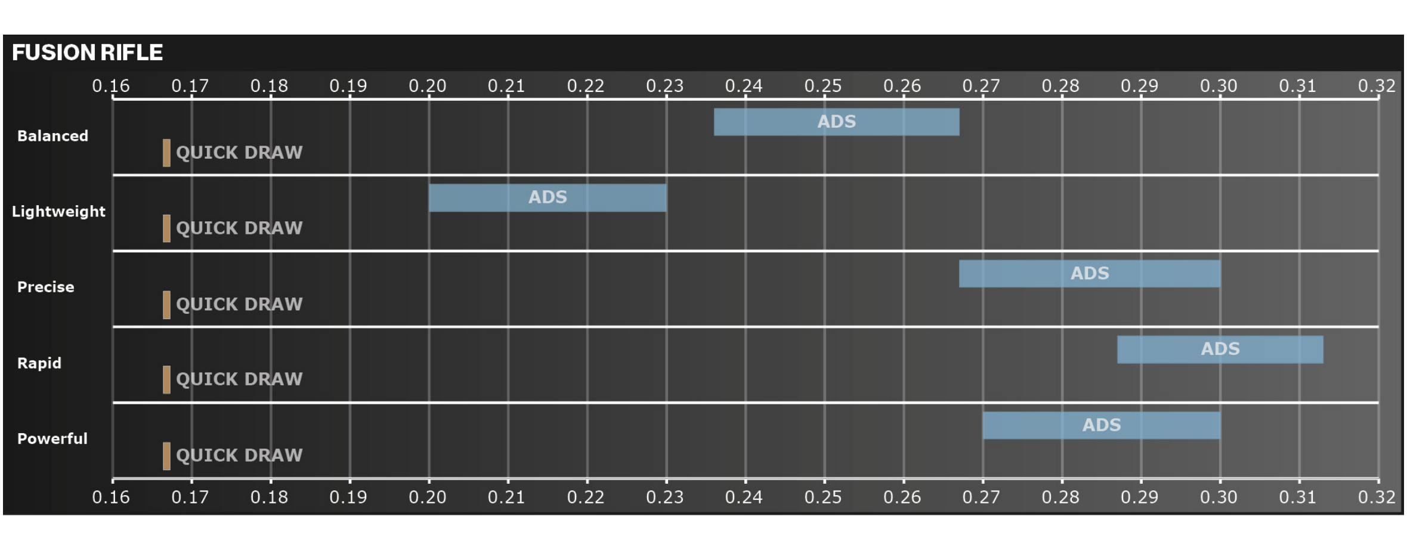


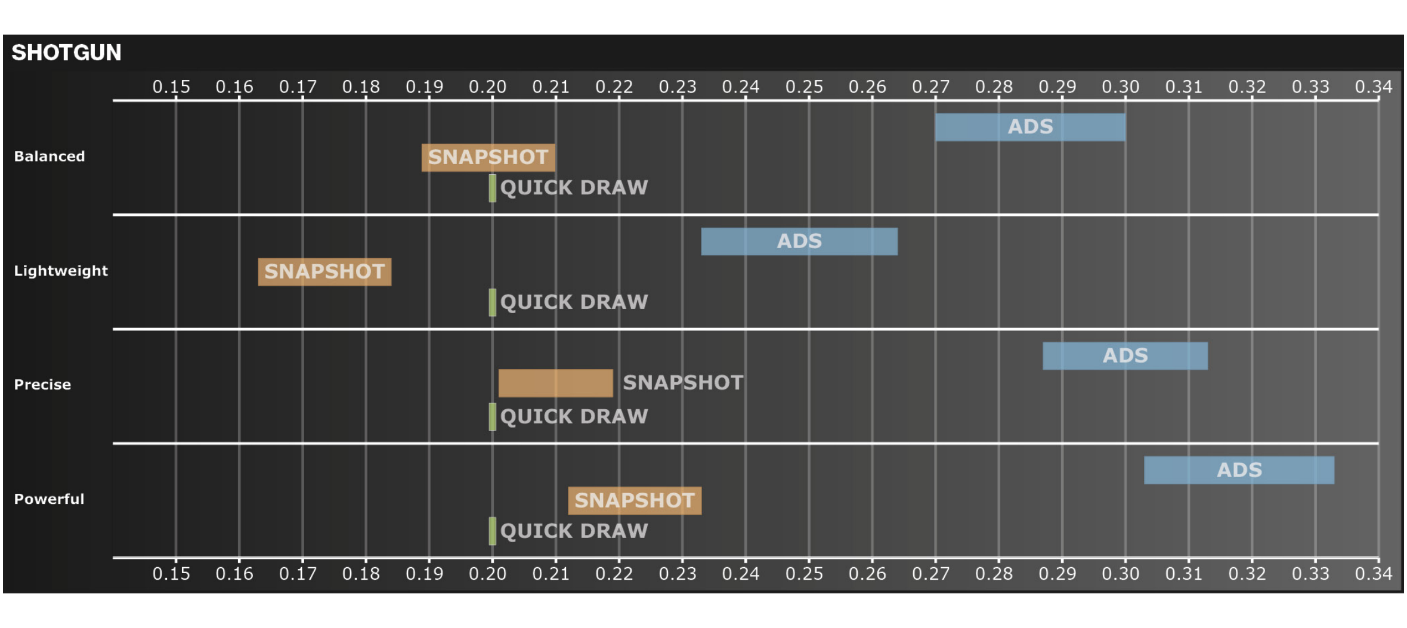


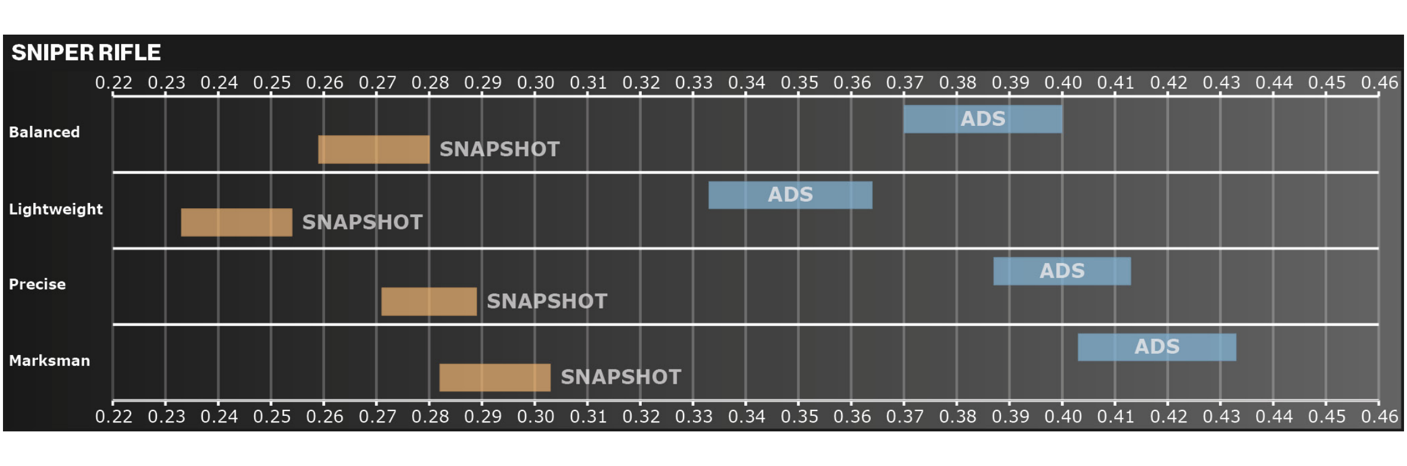




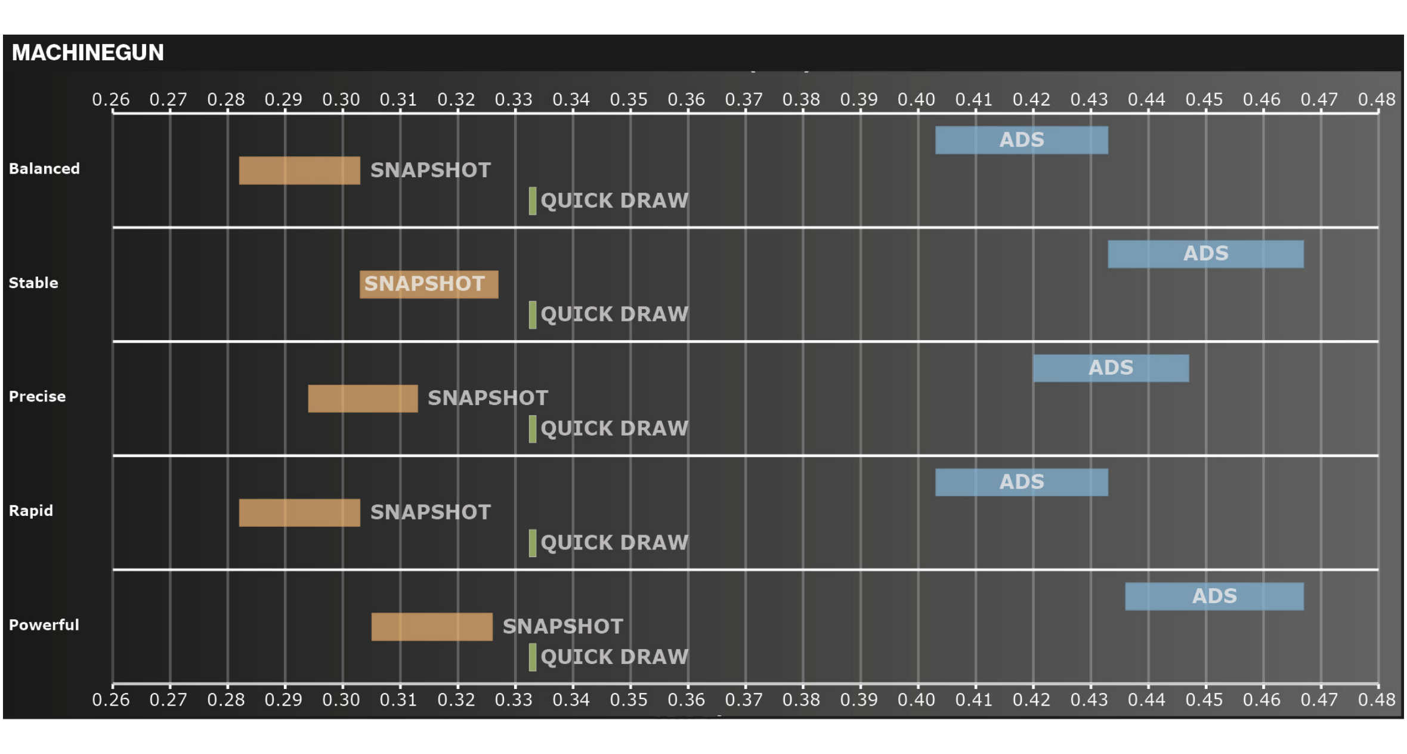
Secondary Weapons

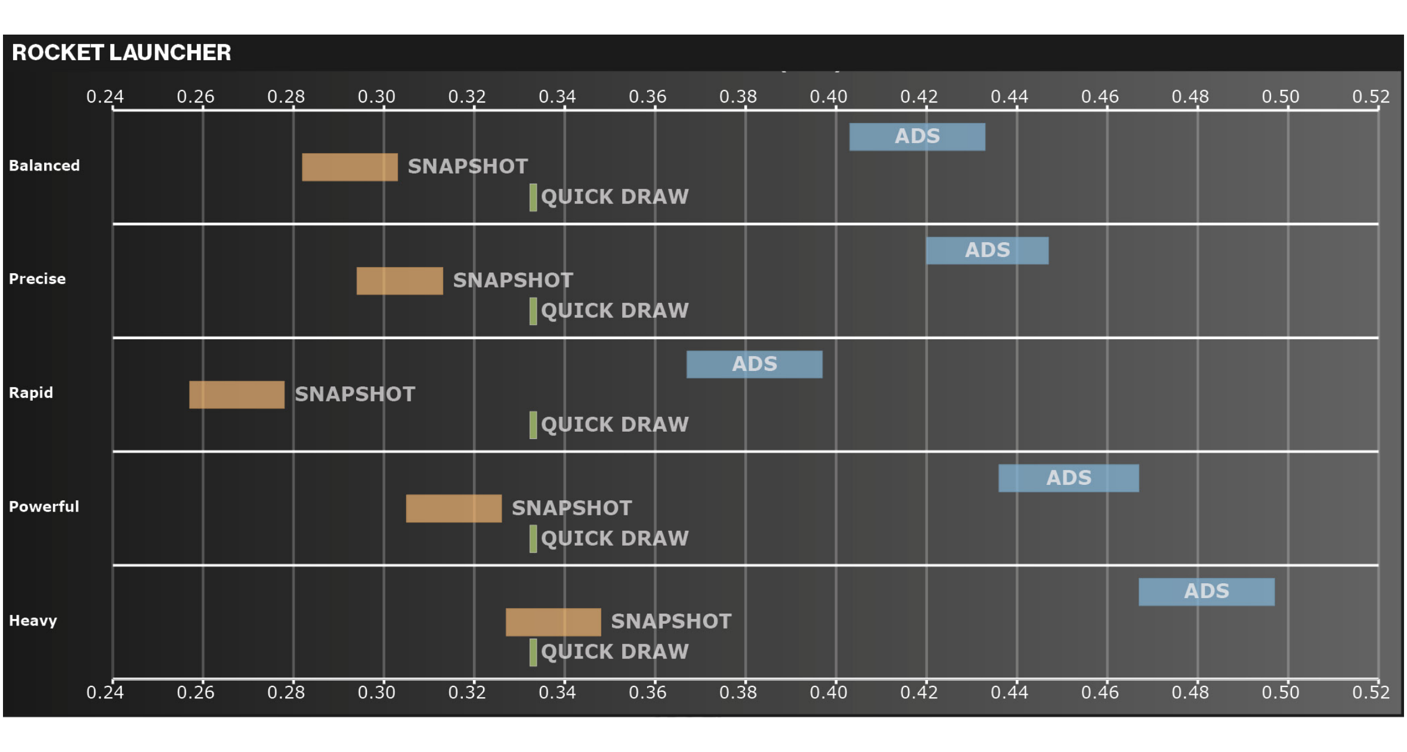






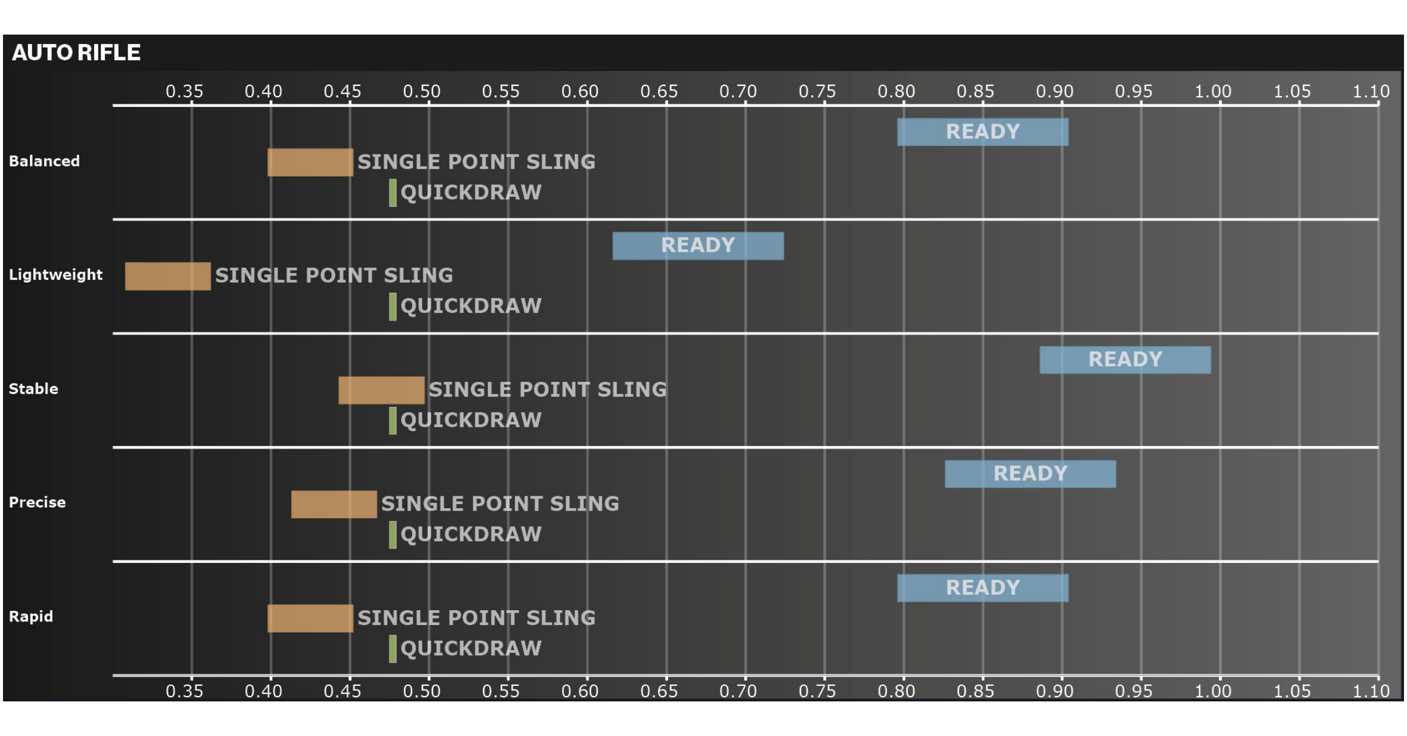
Heavy Weapons

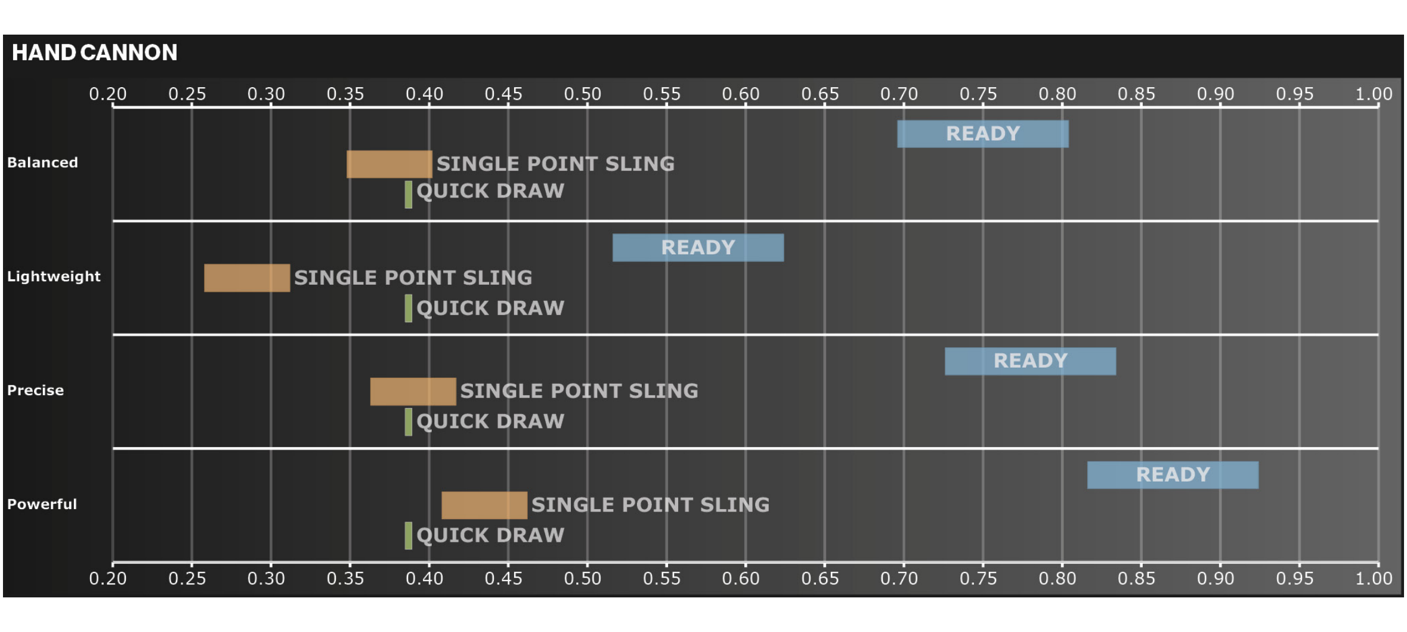


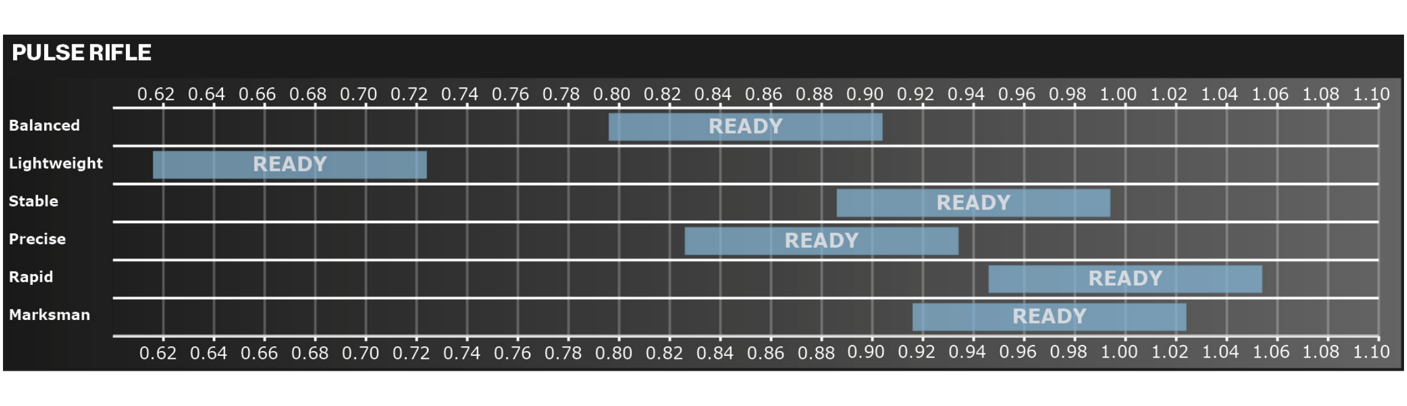


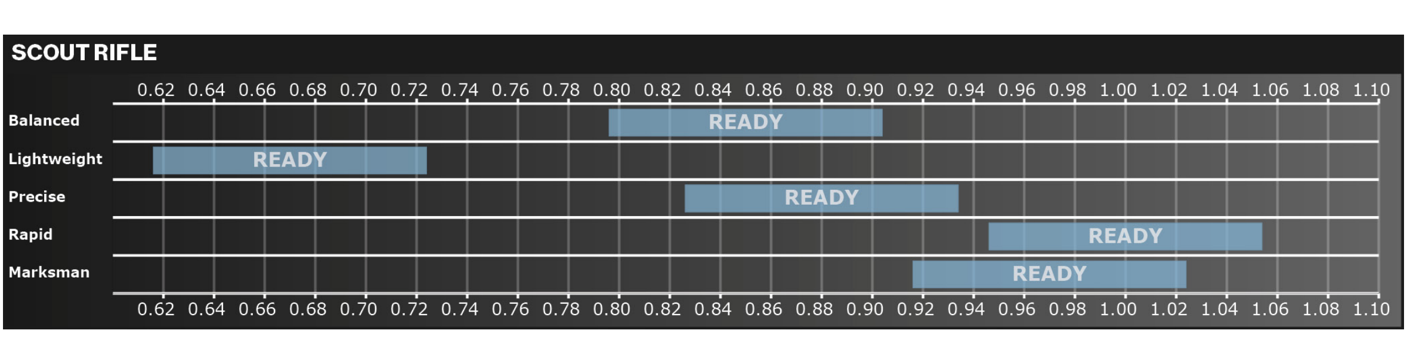
READY TIME

Primary Weapons

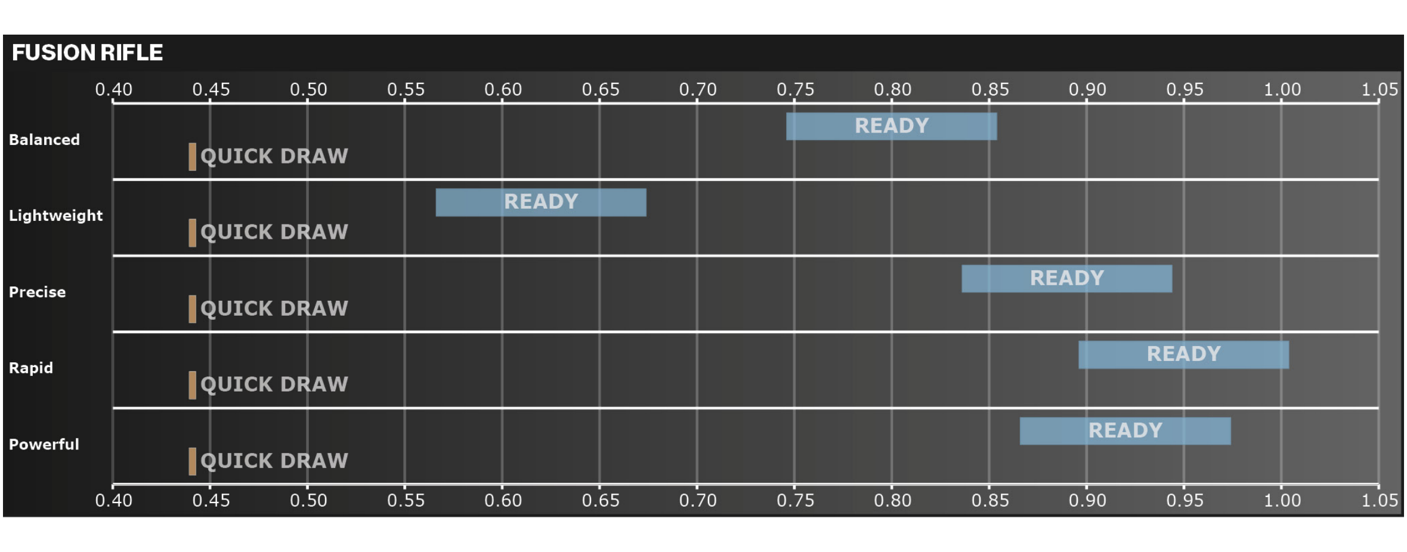


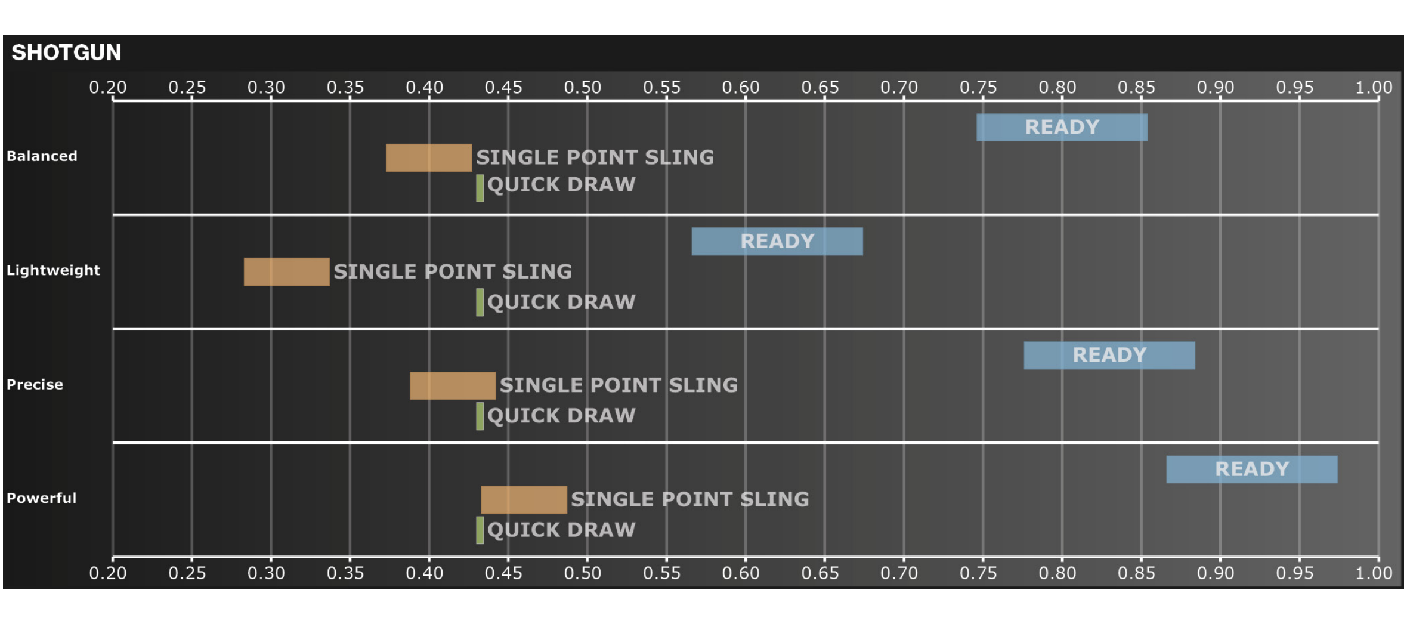


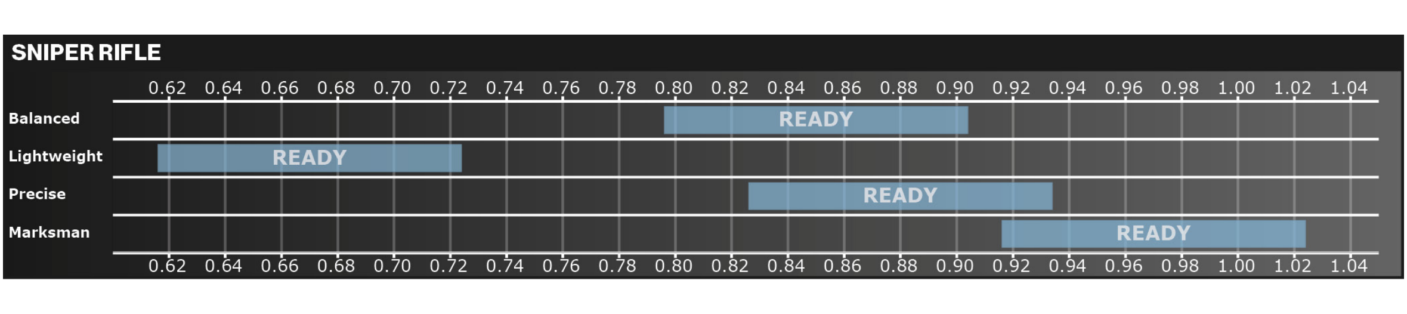




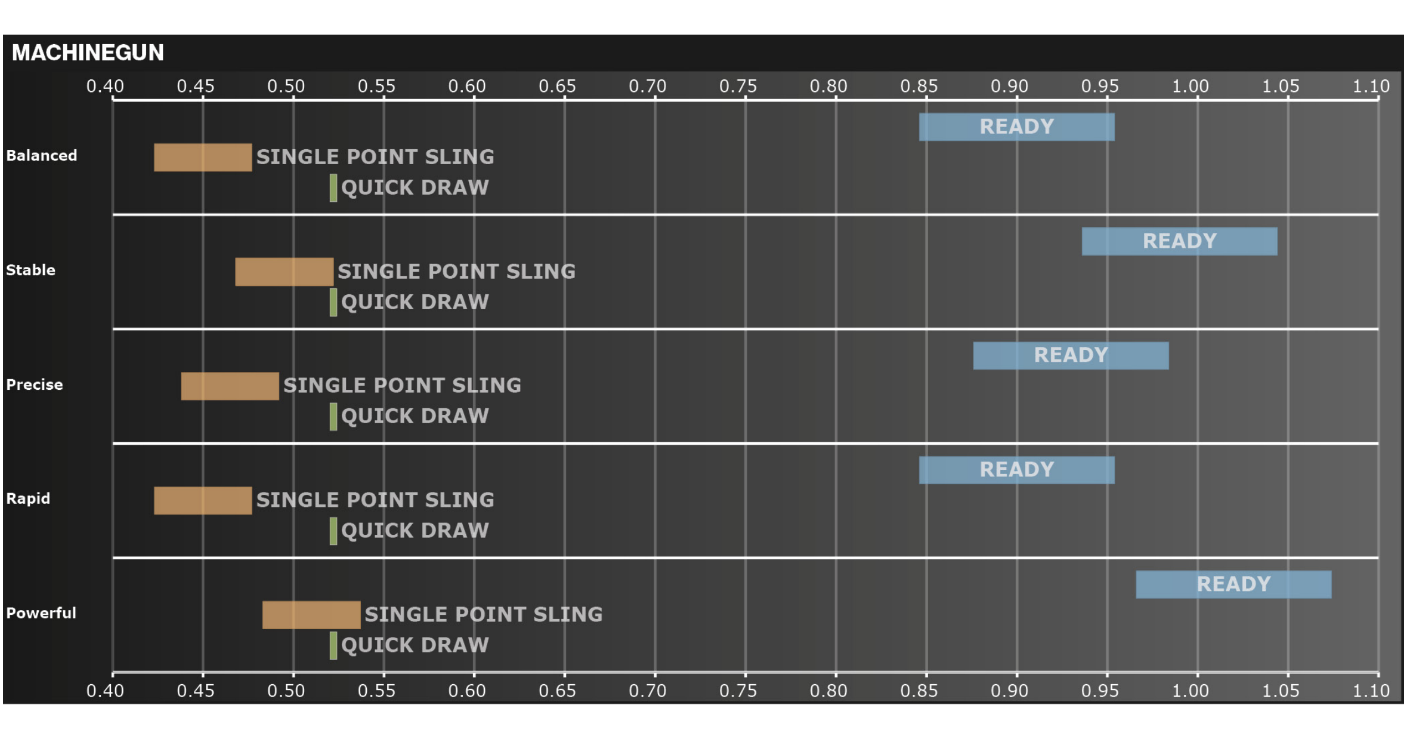
Secondary Weapons

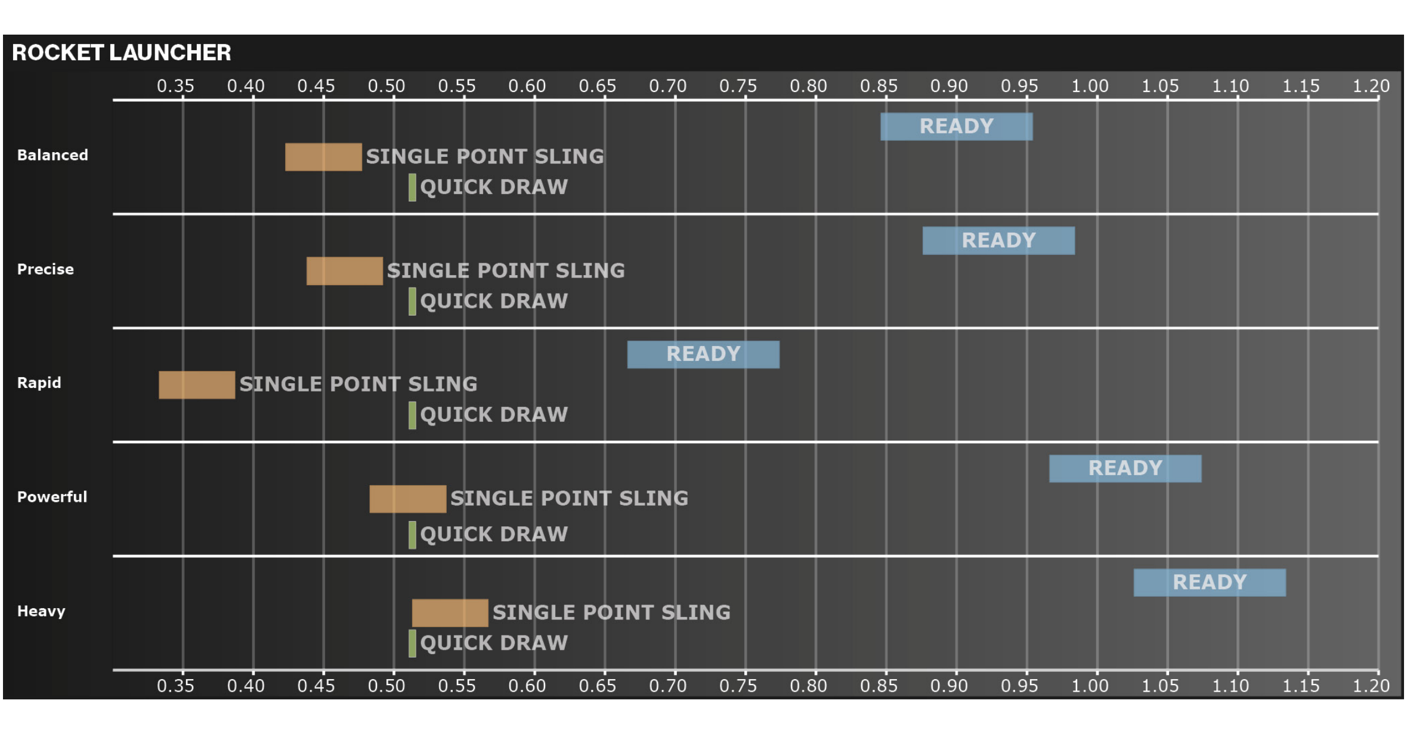






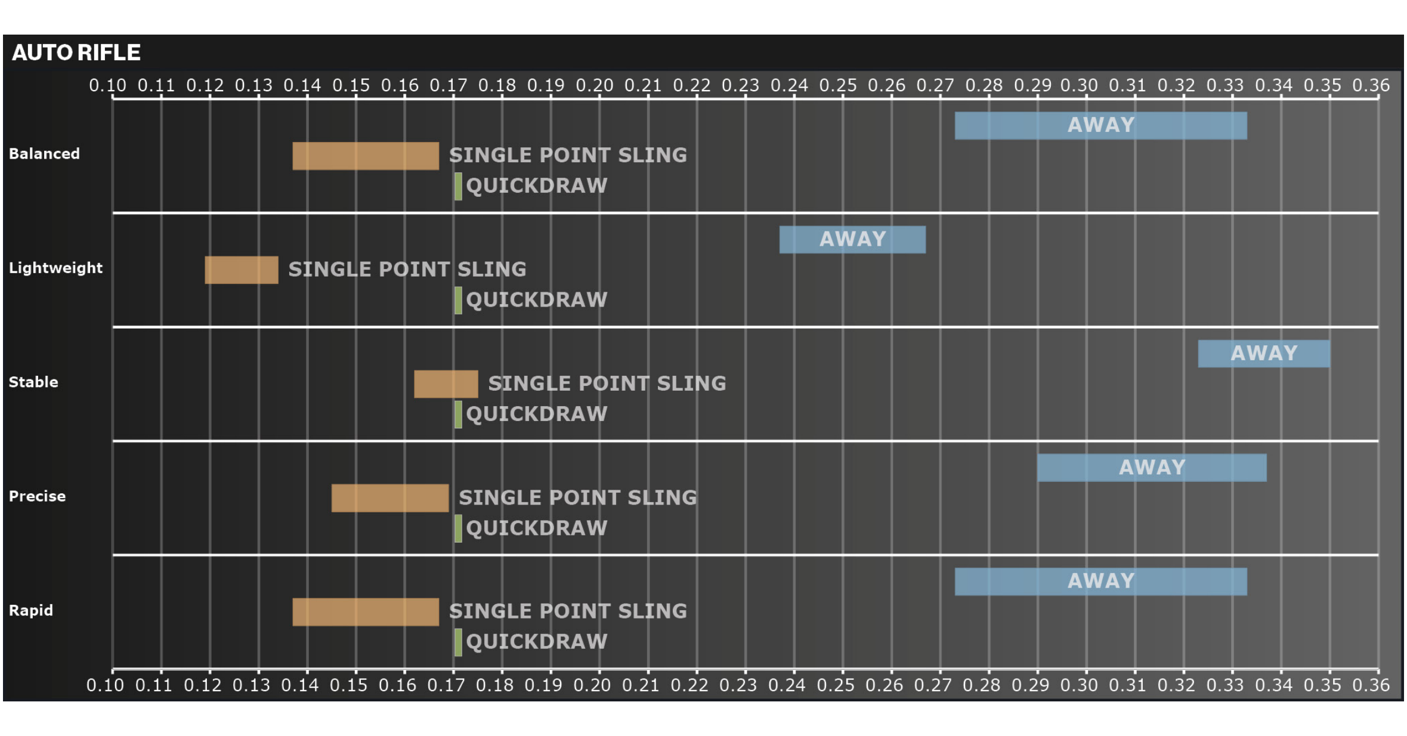
Heavy Weapons

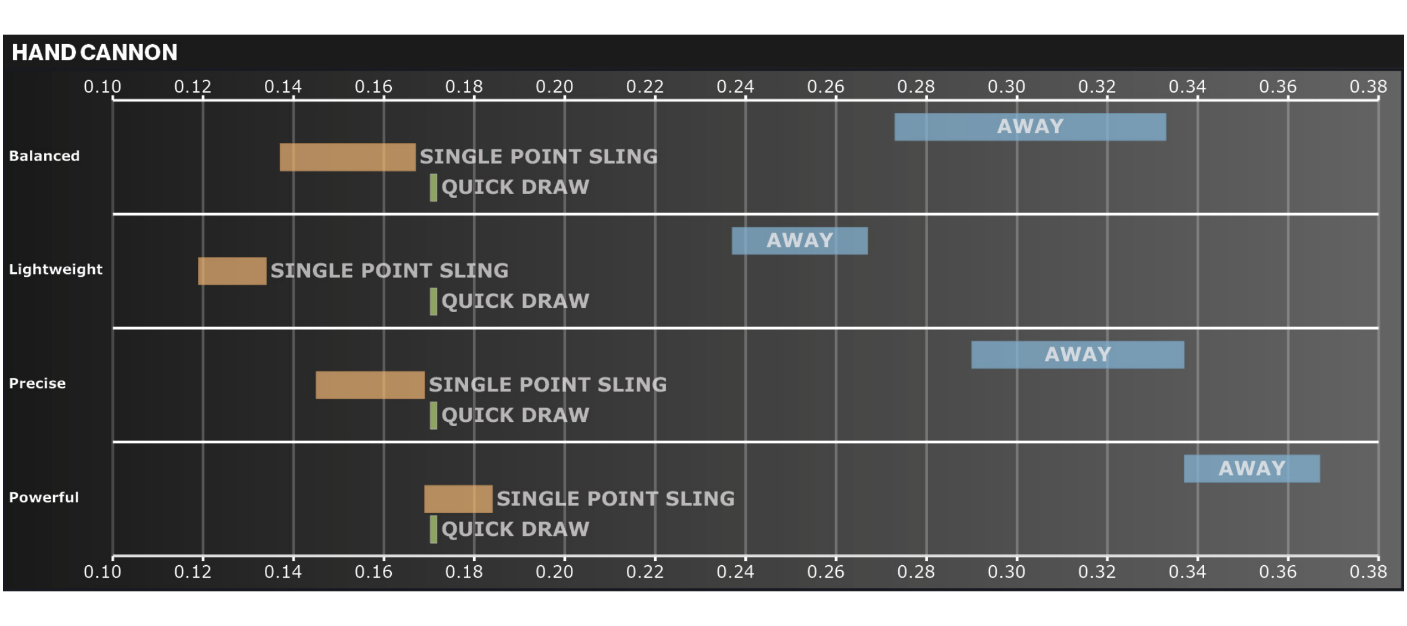


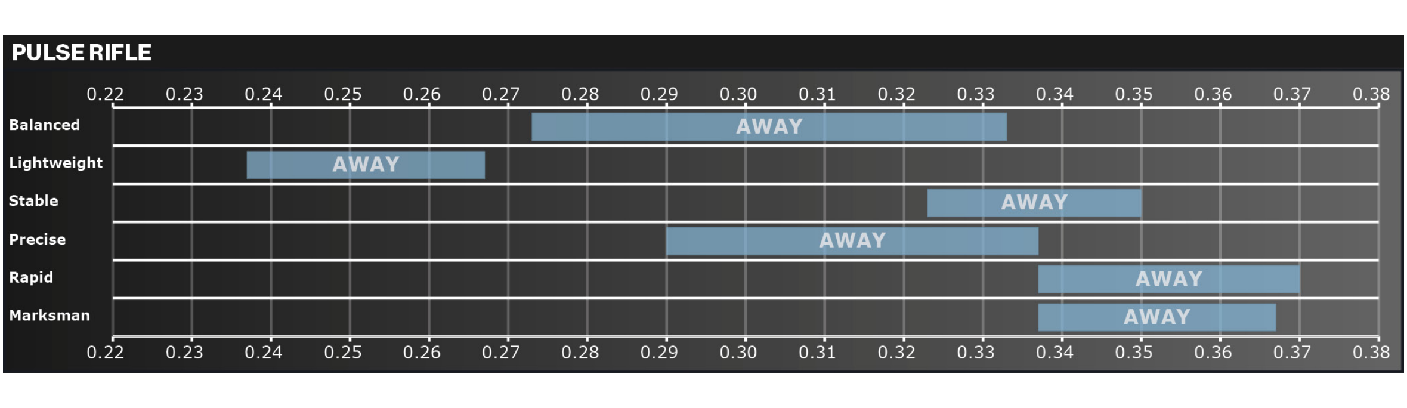


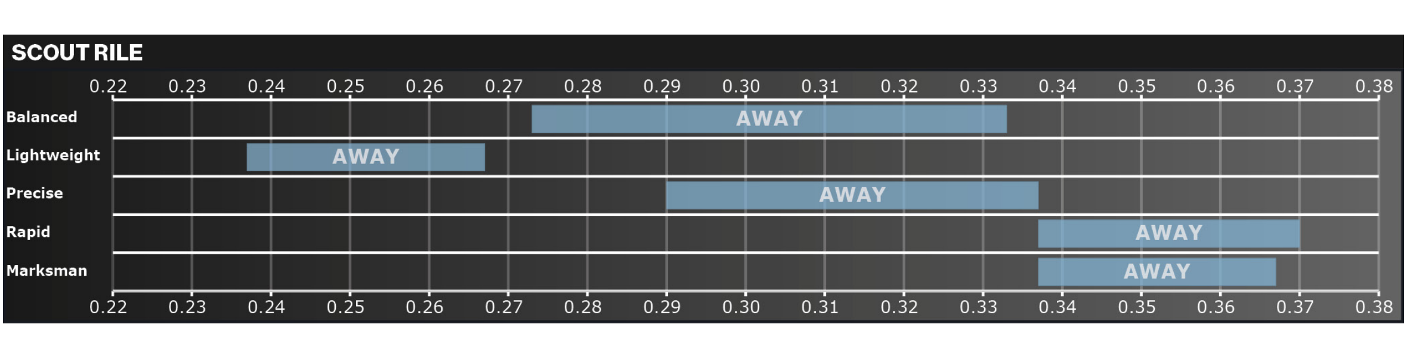
AWAY TIME

Primary Weapons

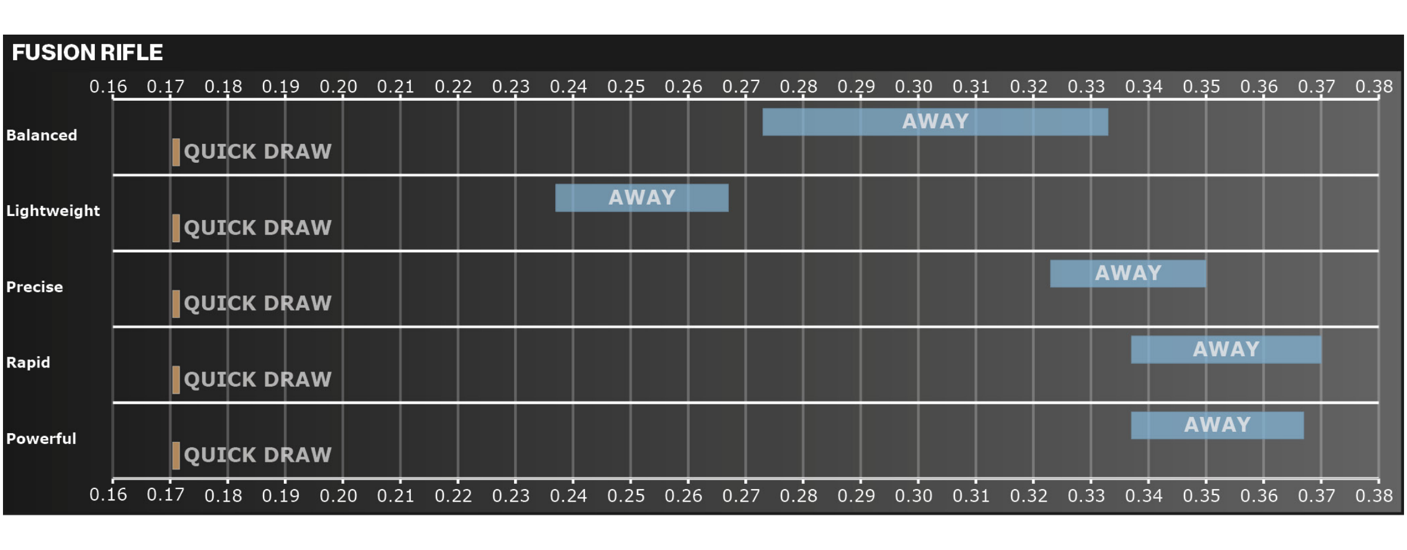


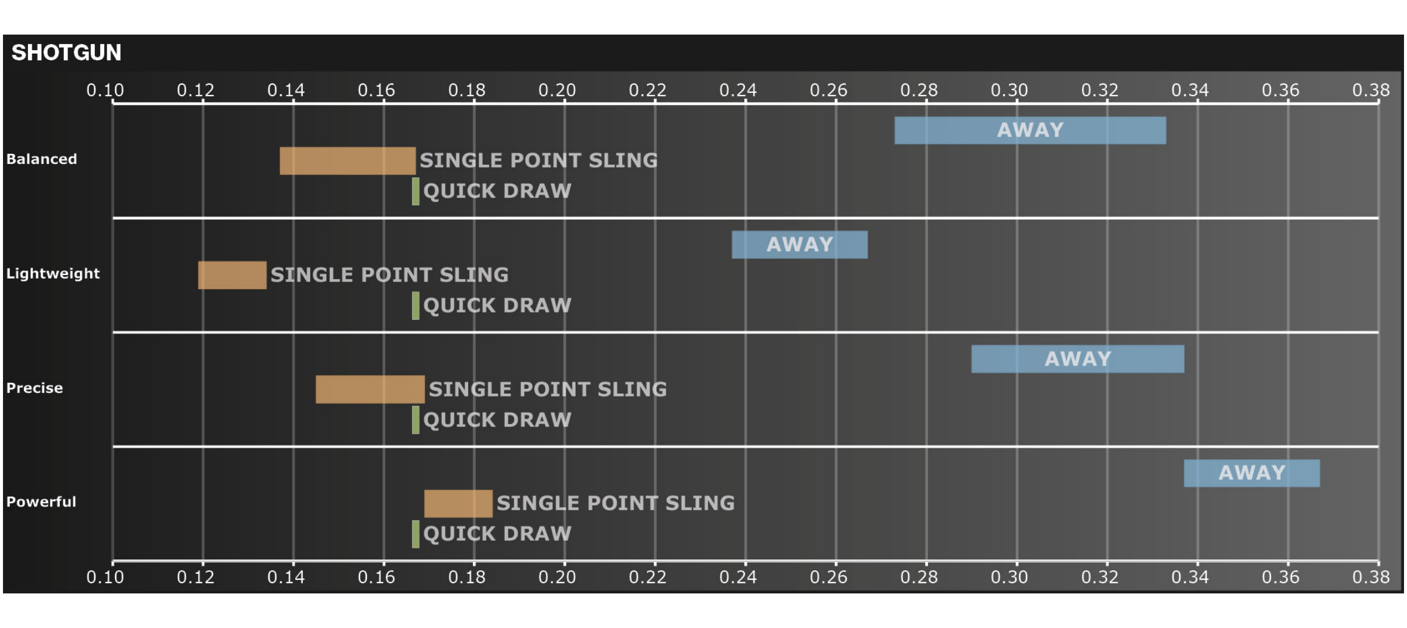


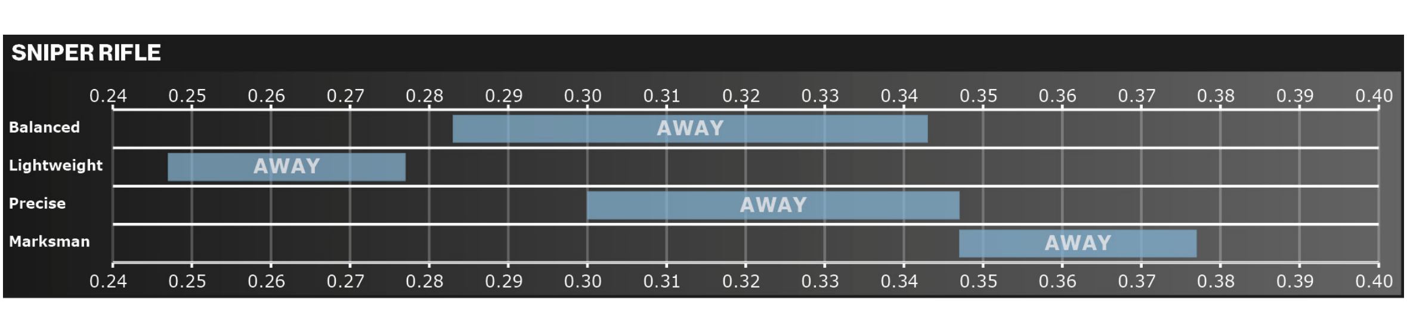




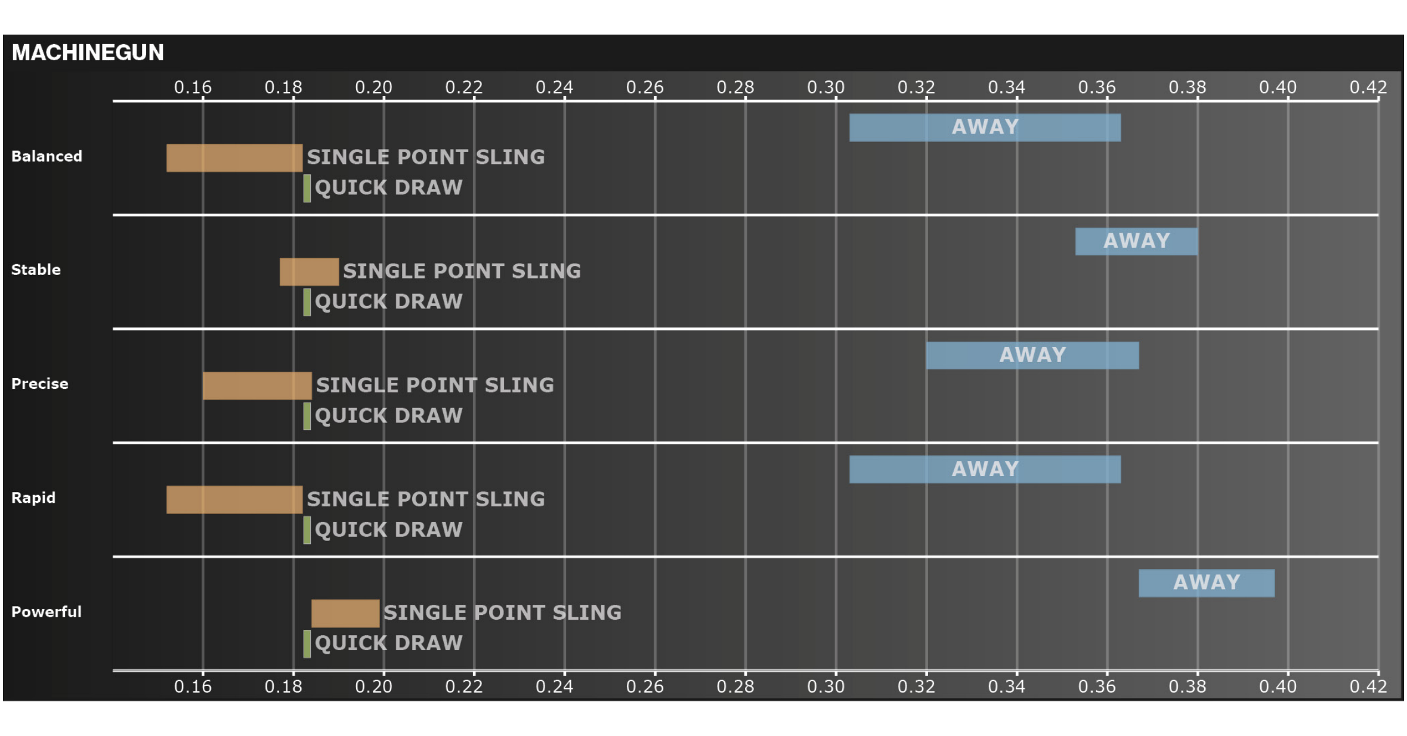
Secondary Weapons

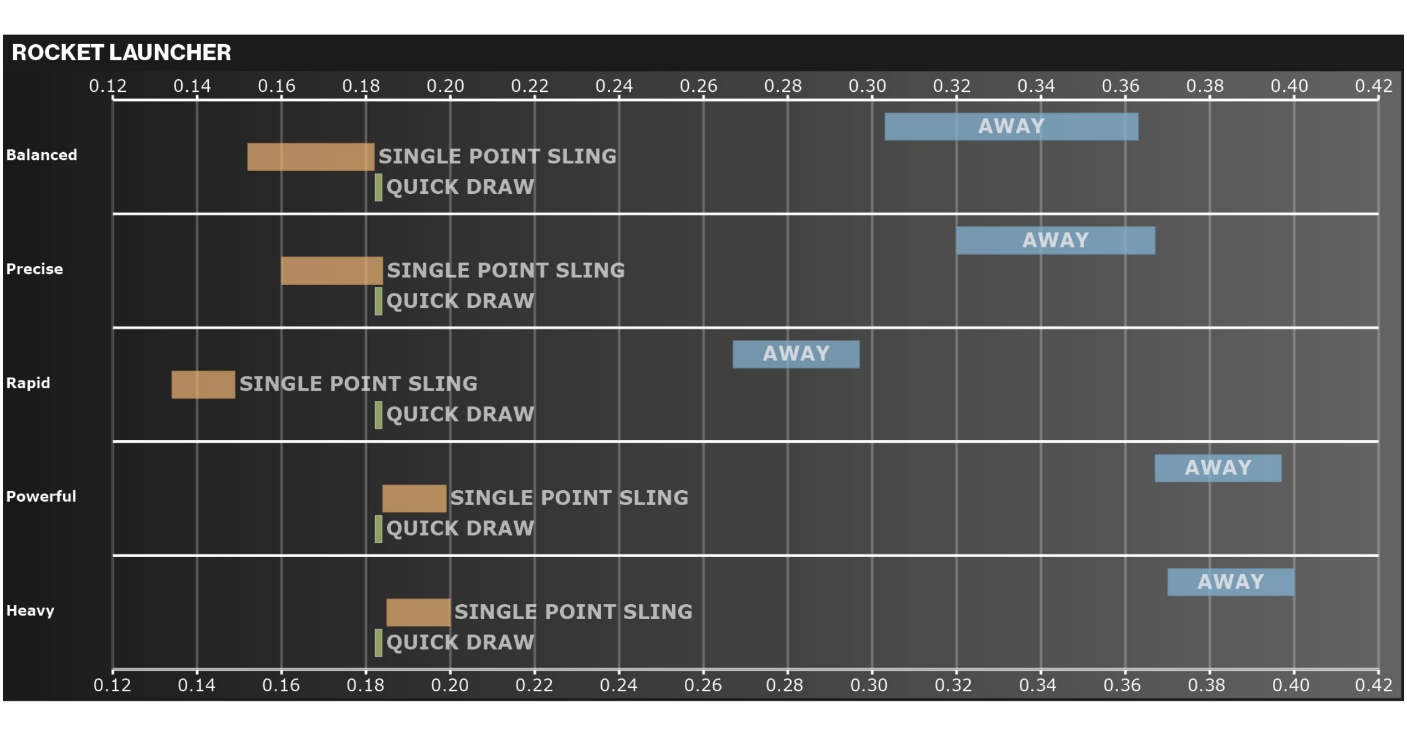


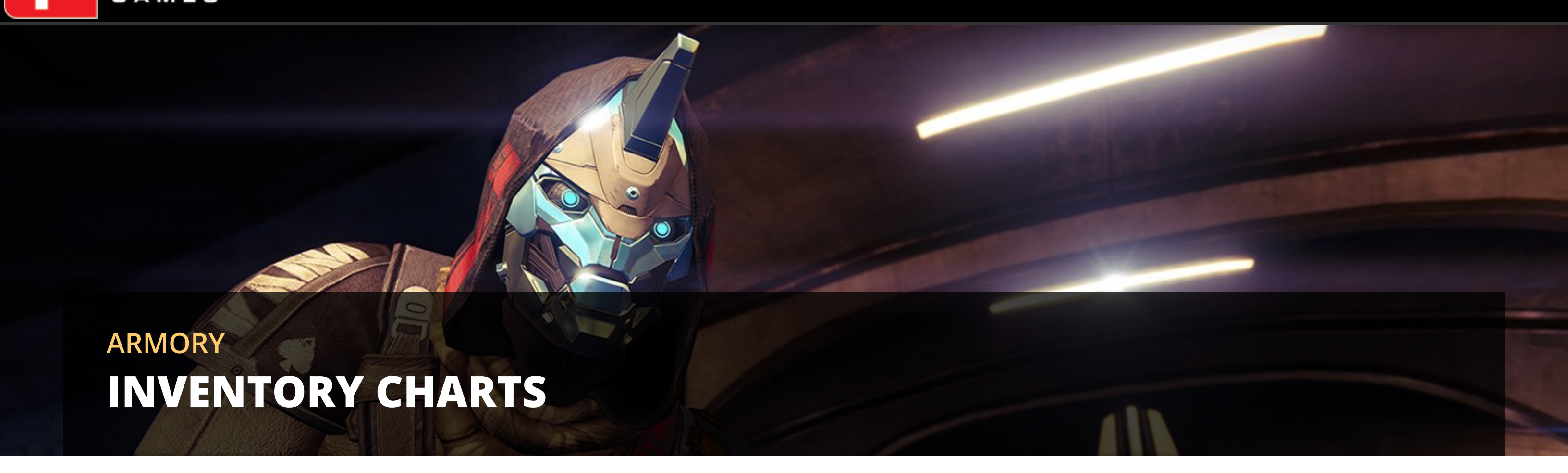




Heavy Weapons







ARMORY

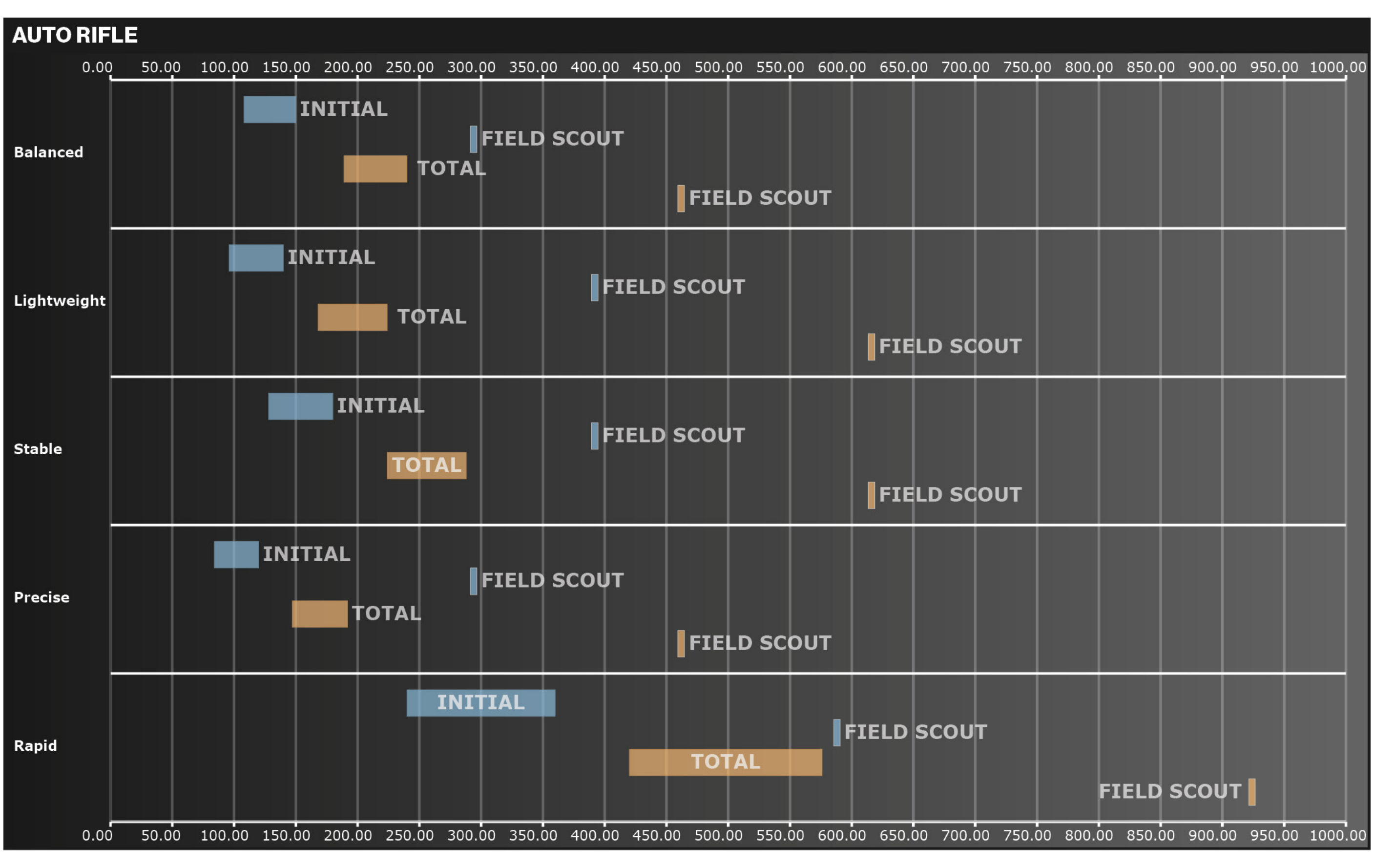
INVENTORY CHARTS

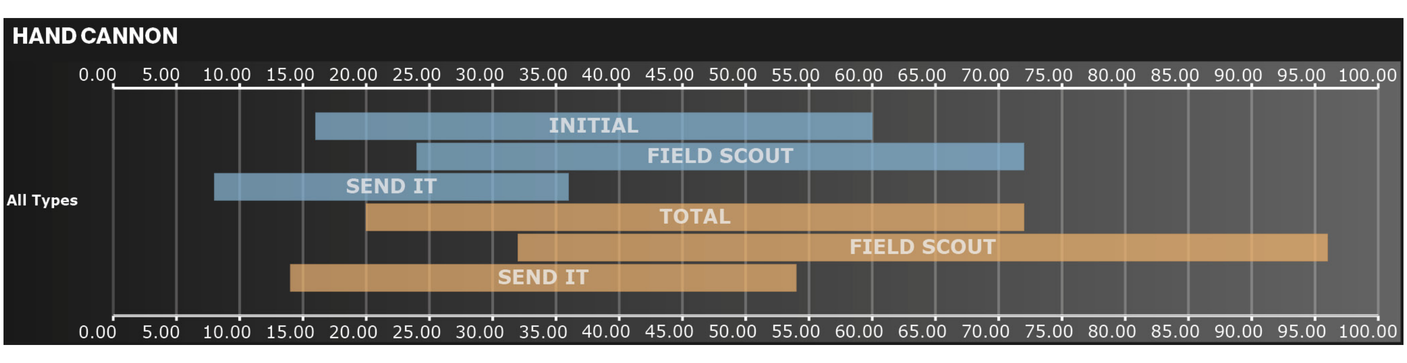
Name	Description
Double Down	Boosts ammo available when you spawn.
Performance Bonus	25% chance to grant bonus ammo into inventory on a kill.
Return to Sender	25% chance to add a round to your inventory ammo on a kill.
Surplus	Doubles amount of ammo gained from each ammo pickup.
Vacuum	Increase ammo pick-up radius.
Metal Detector	Increased chance for ammo drops.
Shoot to Loot	Shoot ammo to pick it up!
Tripod	Add an additional rocket to the rocket launcher magazine.

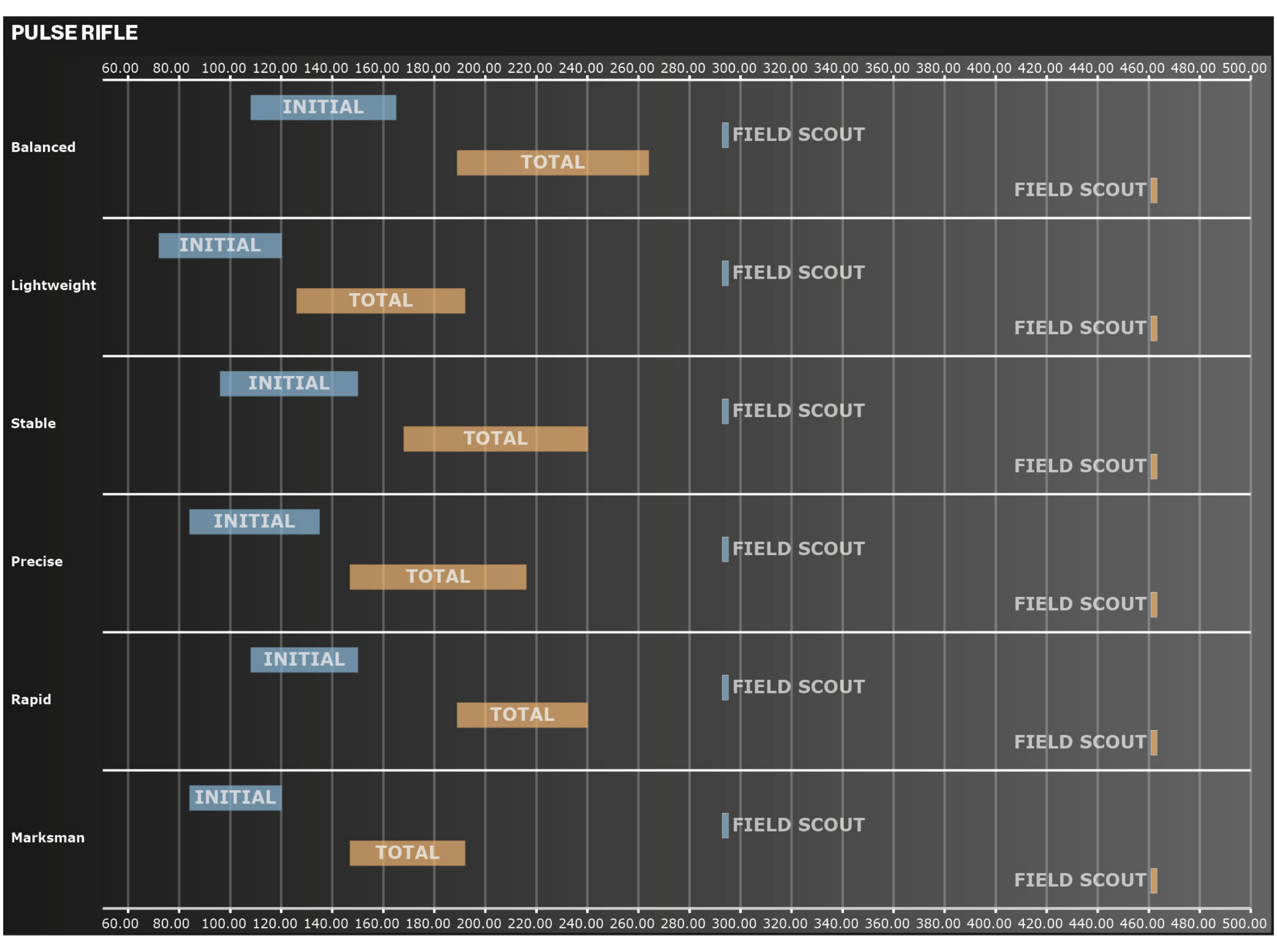
Initial ammo is your initial ammo load upon spawning during an activity. Total ammo is your maximum possible inventory ammo size. Heavy weapons do not spawn with any ammo initially.

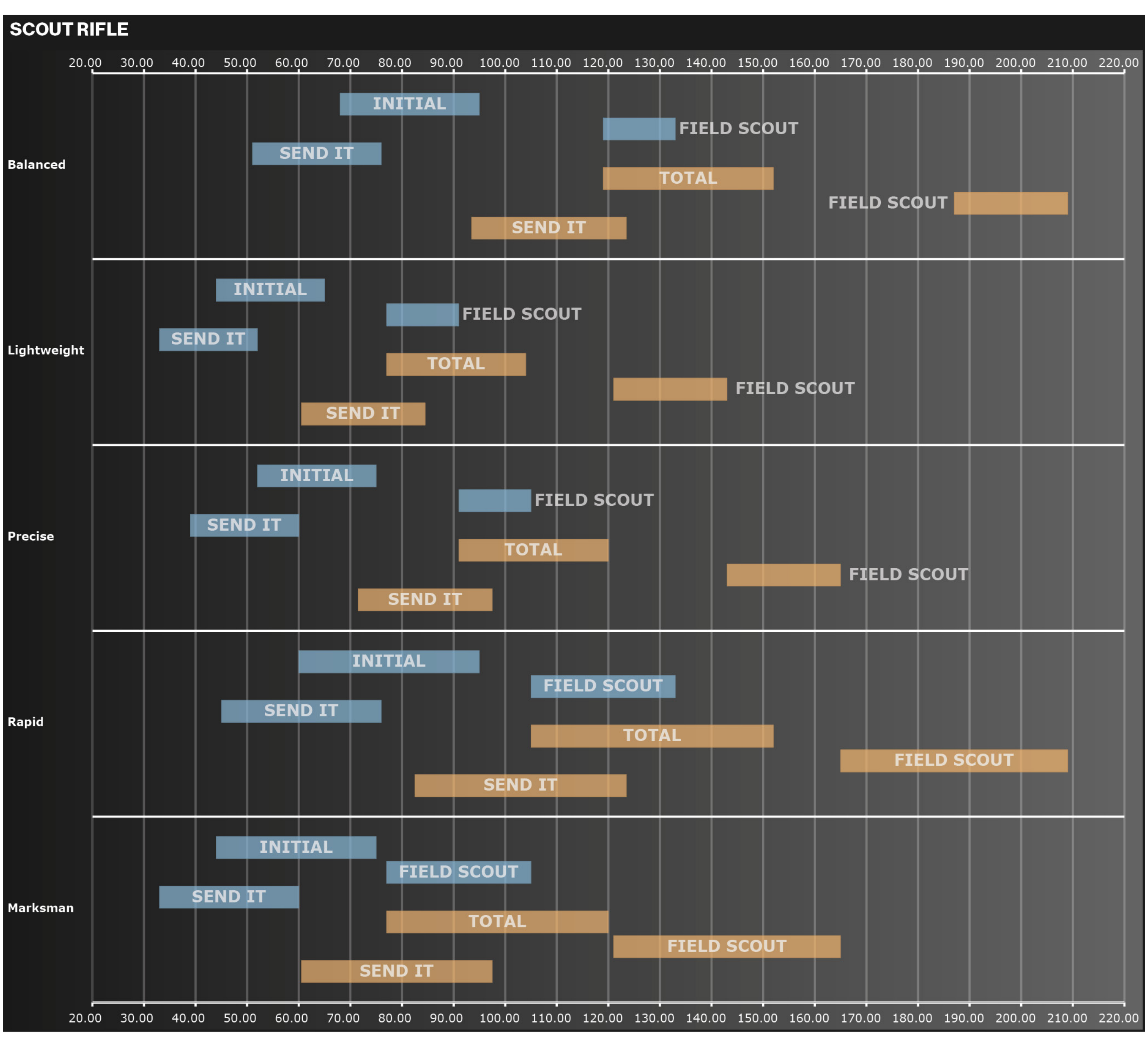
INVENTORY AMMO COUNT

Primary Weapons

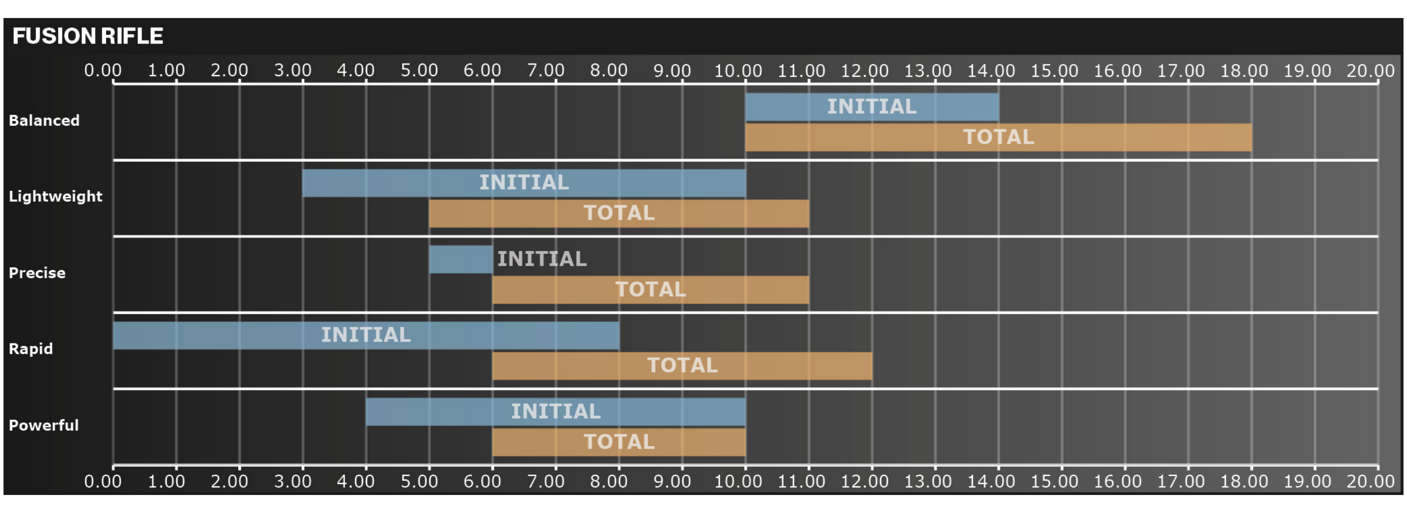


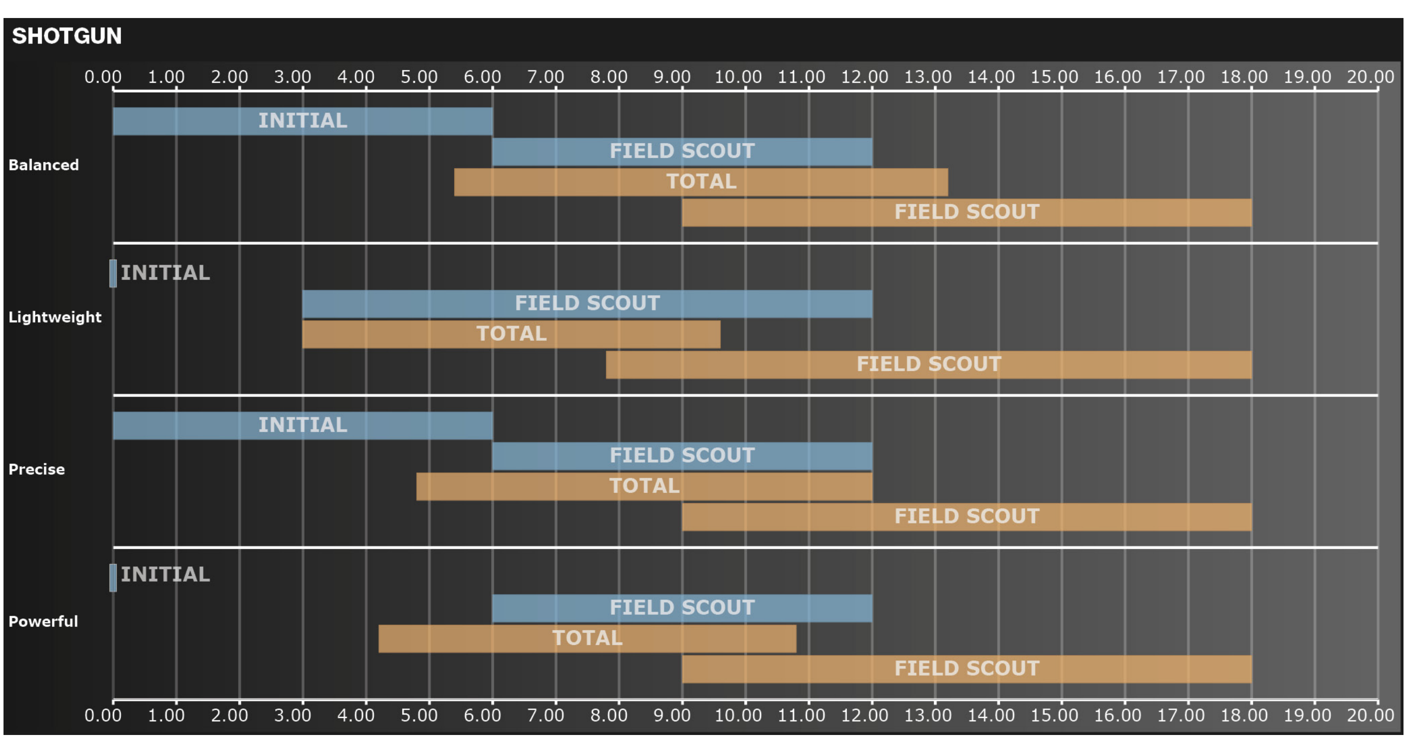


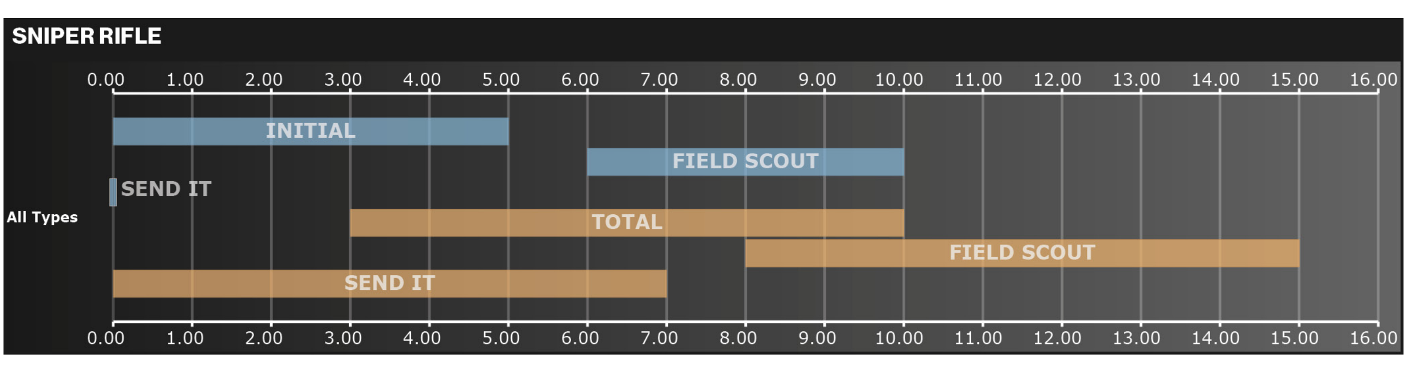




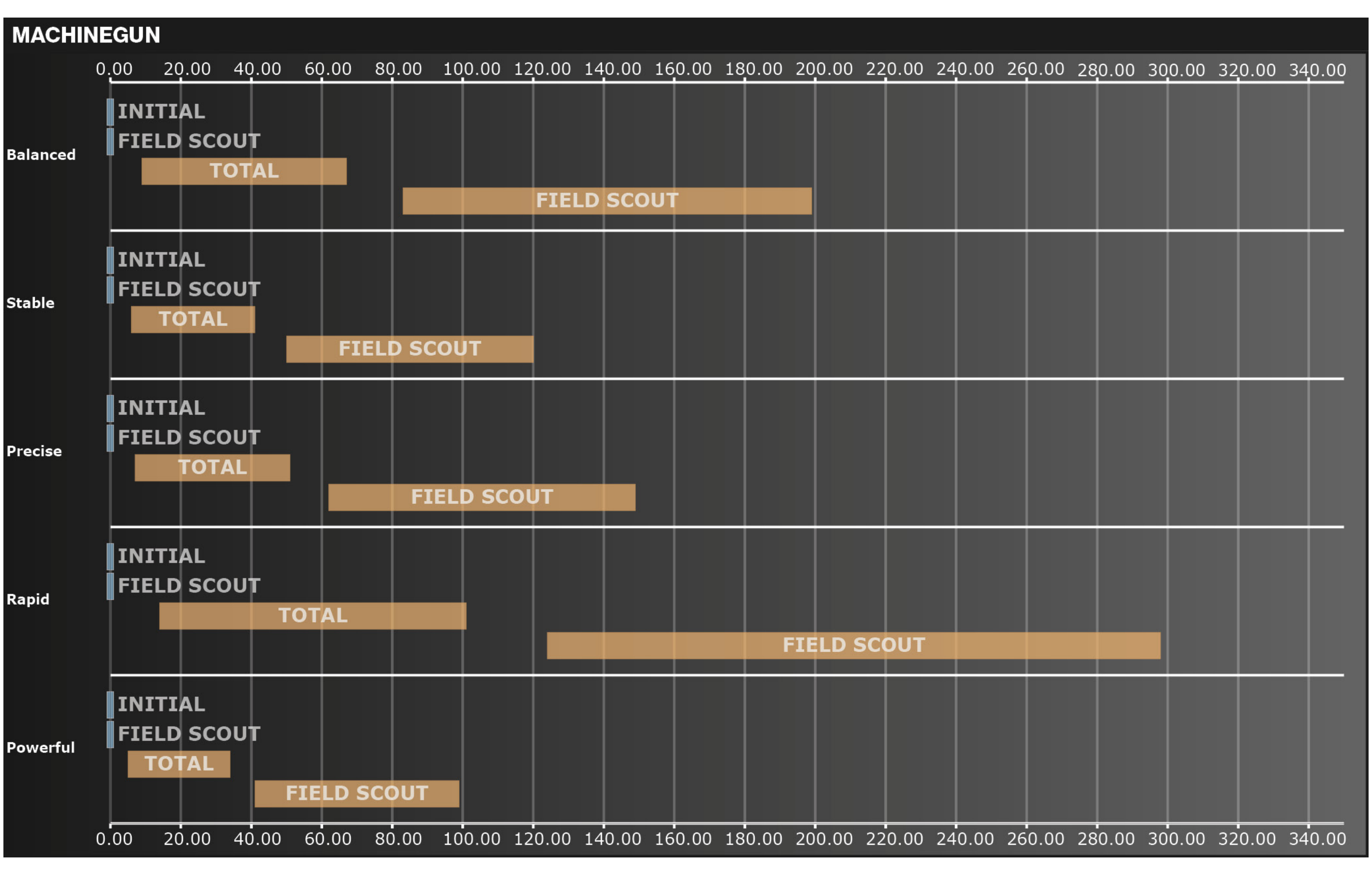
Secondary Weapons

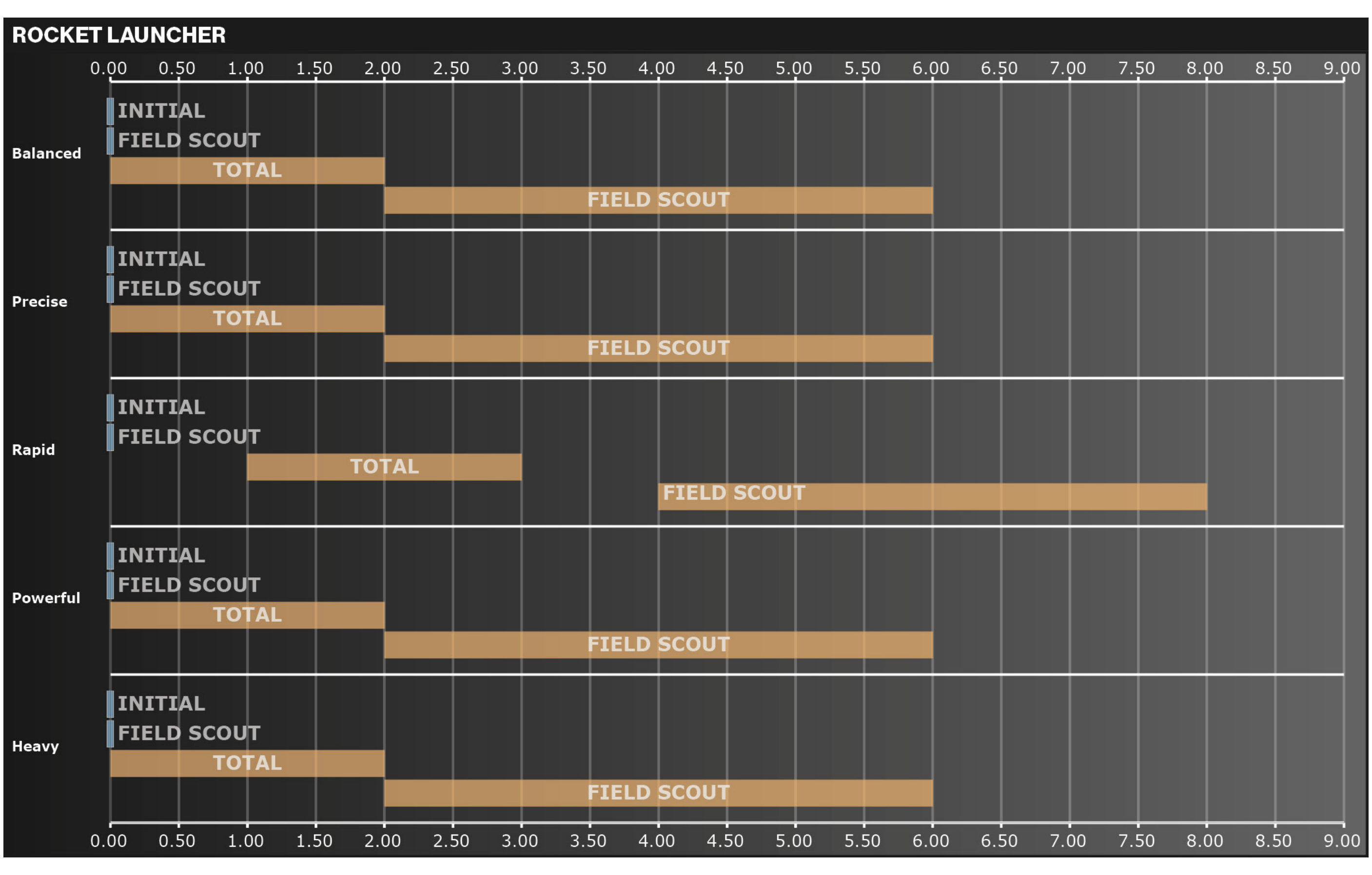


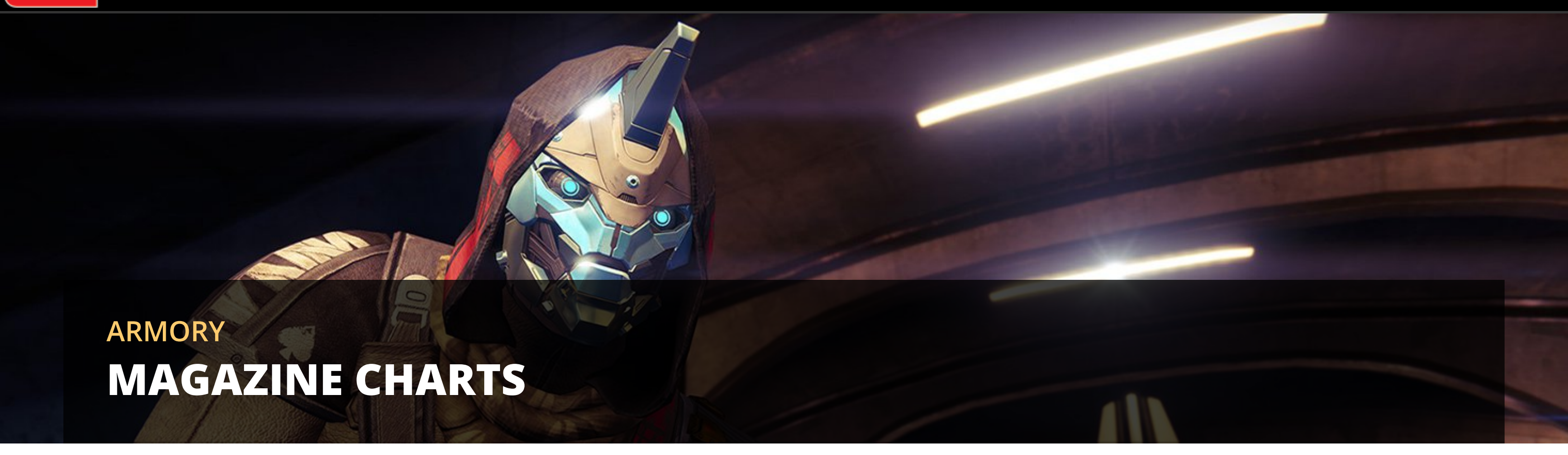




Heavy Weapons





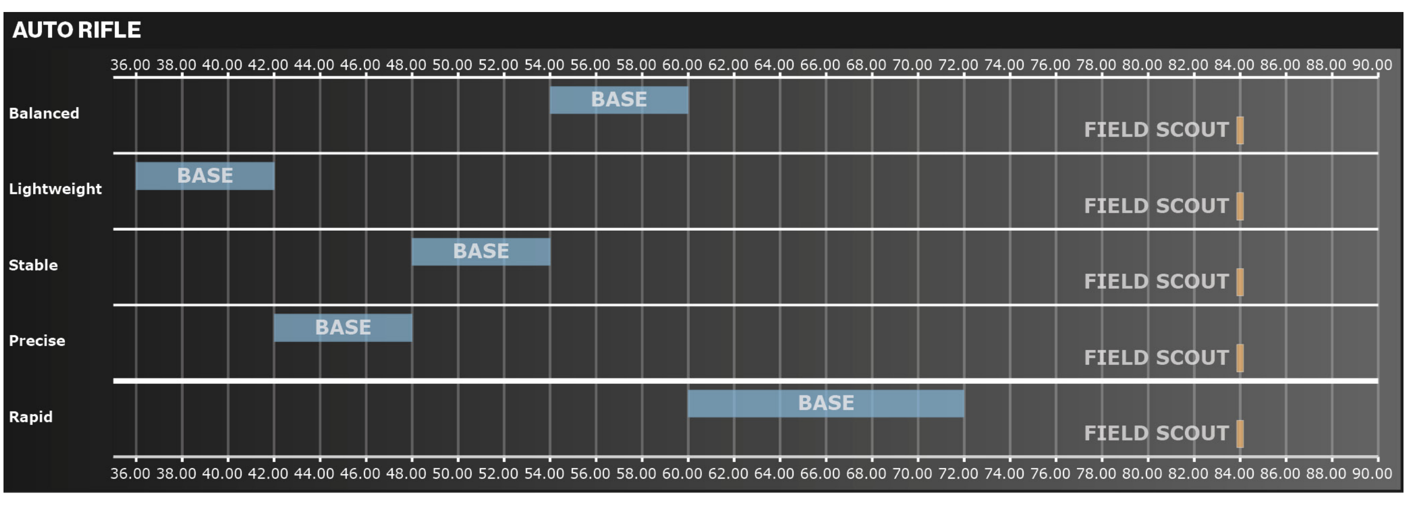


MAGAZINE CHARTS

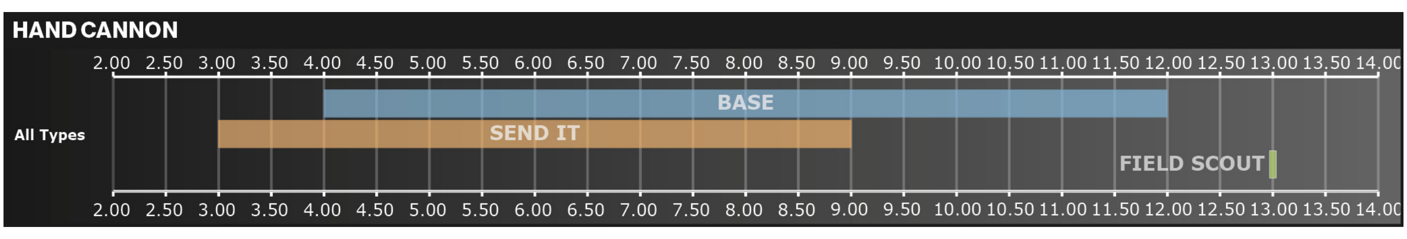
Name	Description
Mulligan	5% chance to reload a round into the magazine per shot
Life Support	Restore 50% of magazine and Reload 150% faster after a near death kill

MAGAZINE AMMO COUNT

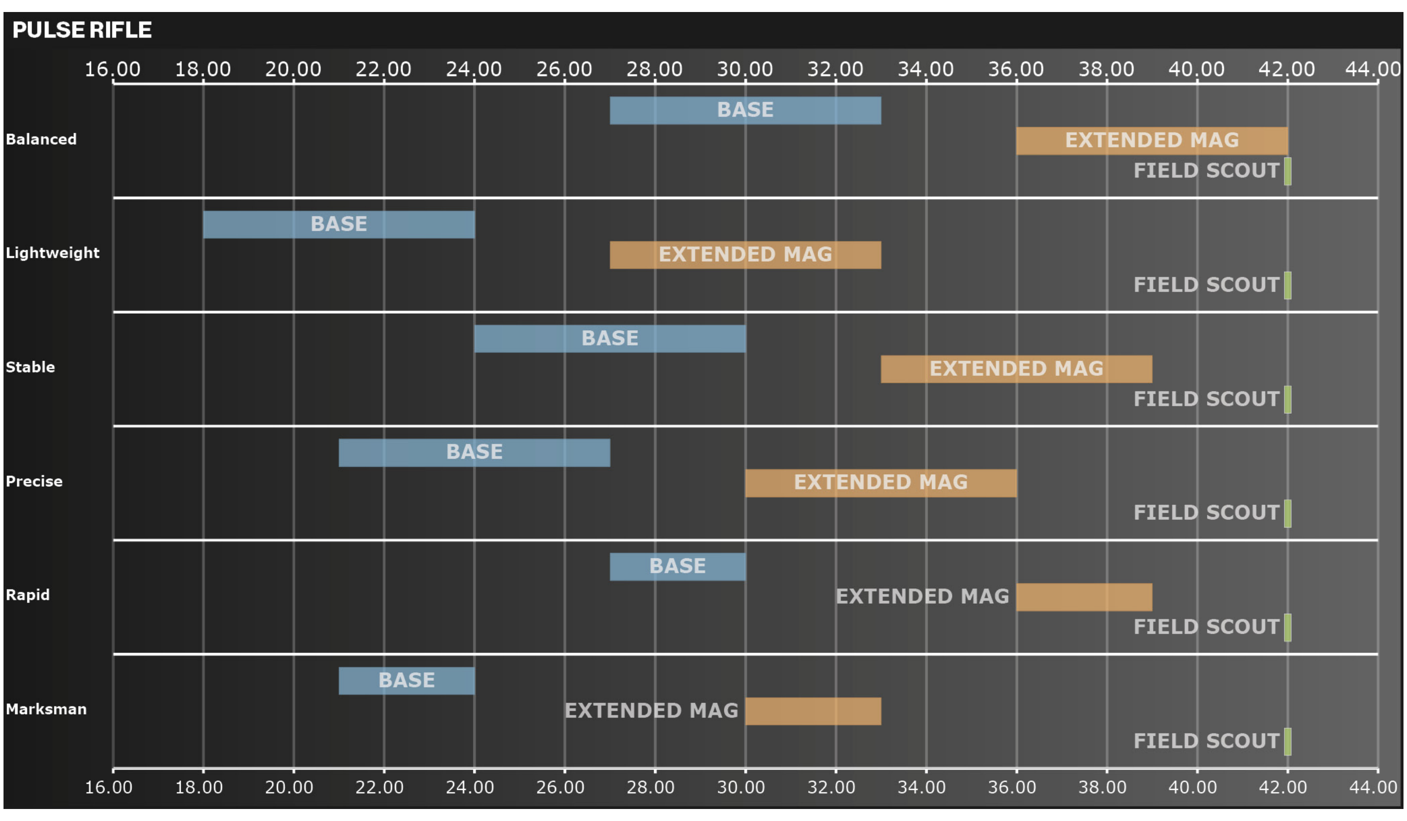
Primary Weapons



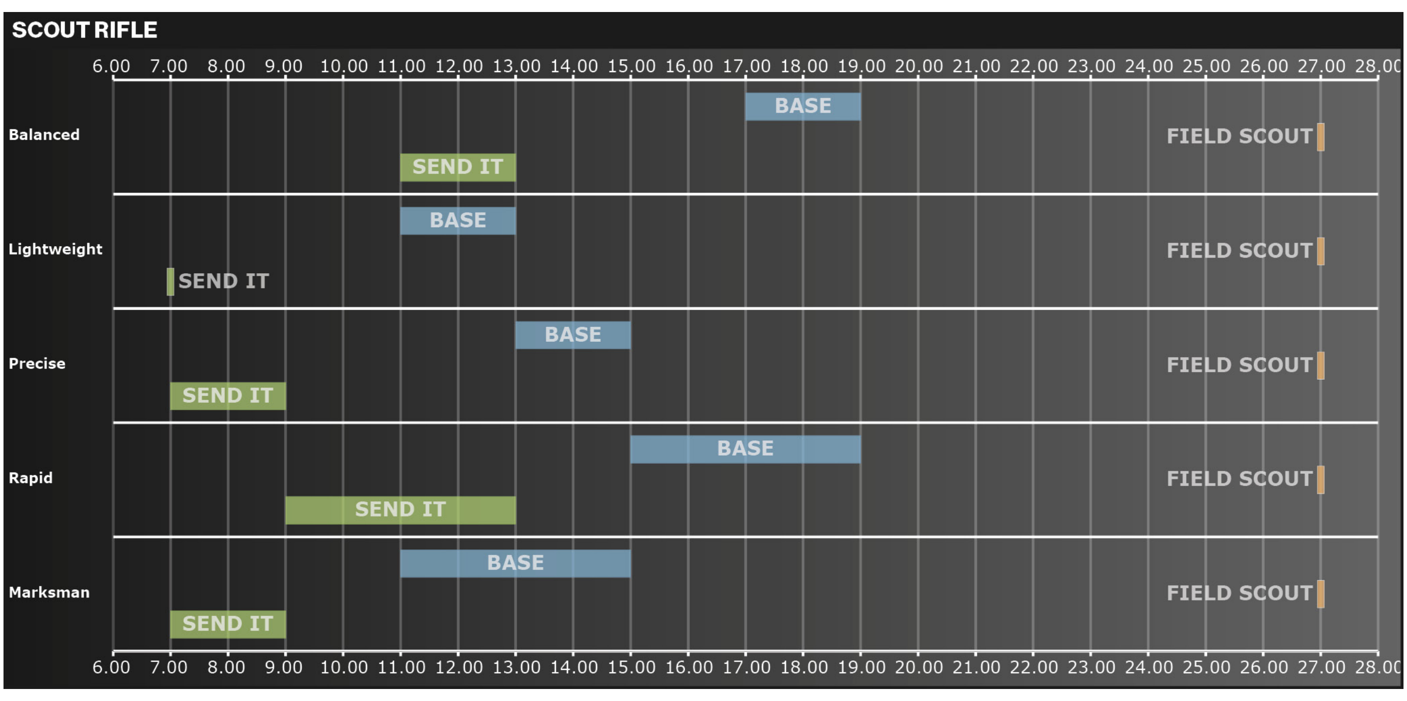
AUTO RIFLE



HAND CANNON

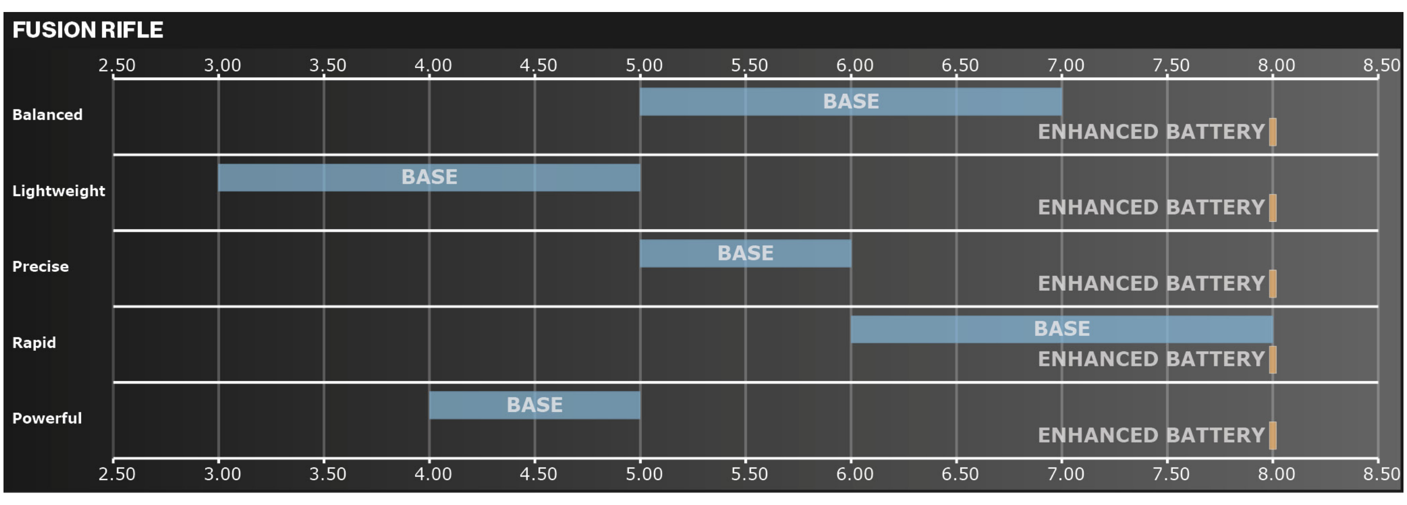


PULSE RIFLE

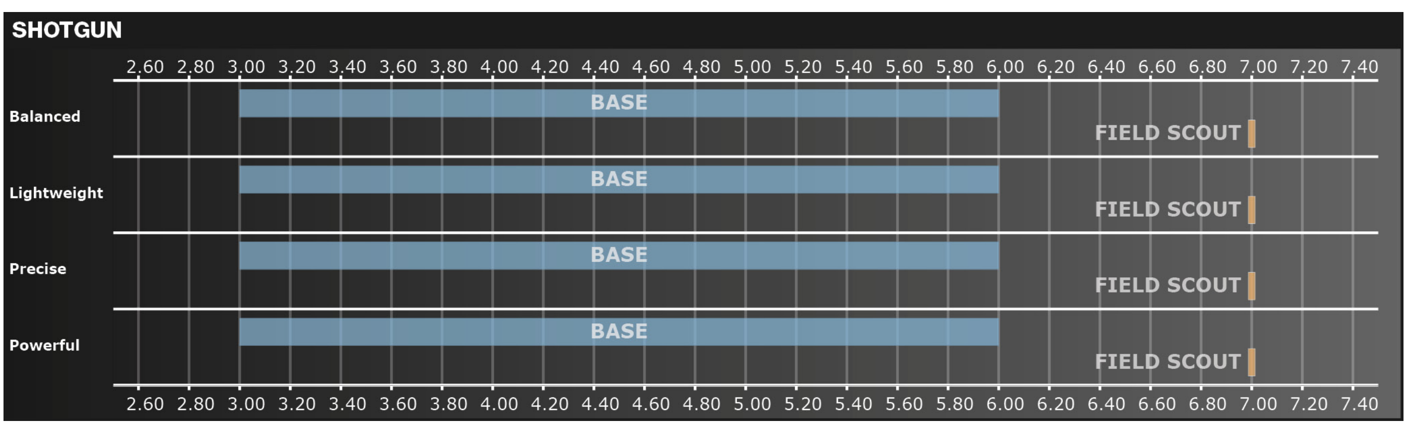


SCOUT RIFLE

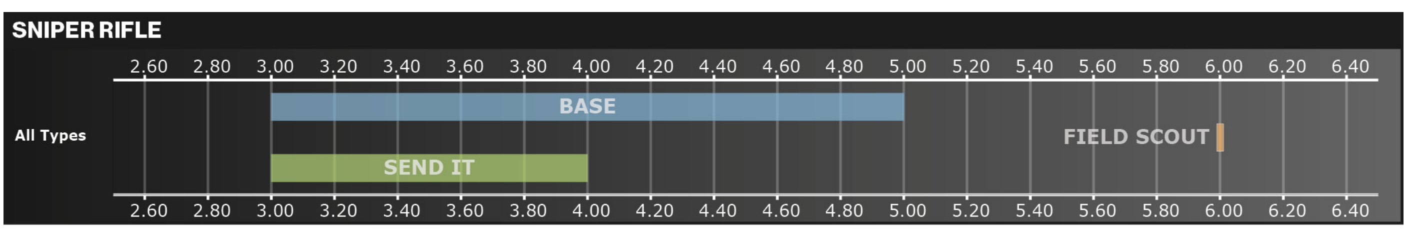
Secondary Weapons



FUSION RIFLE

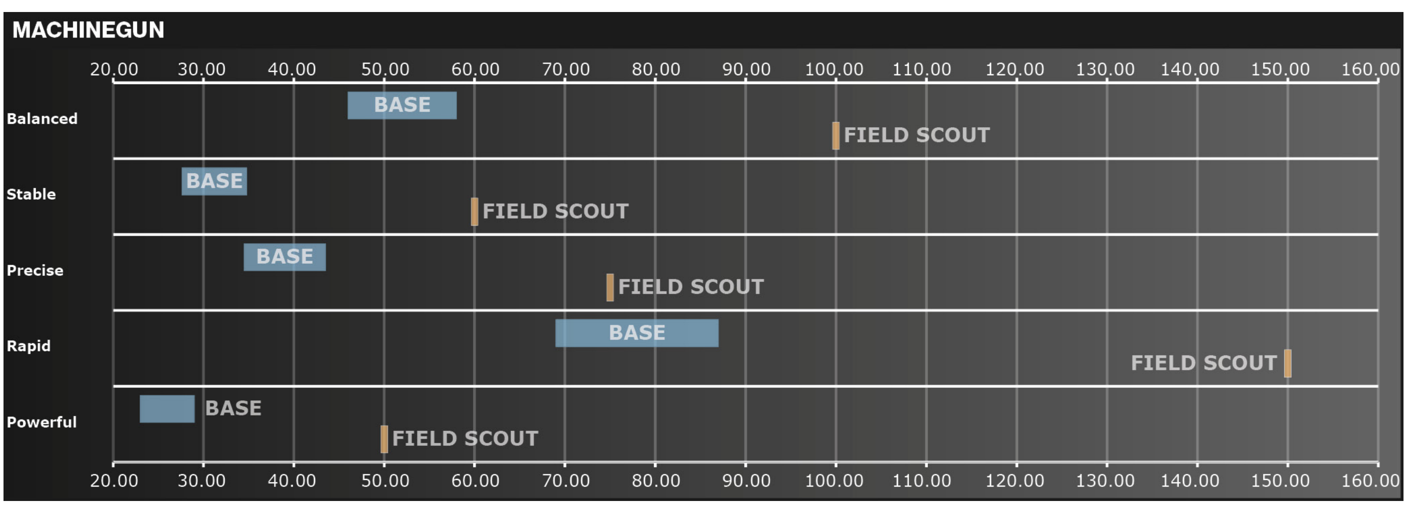


SHOTGUN

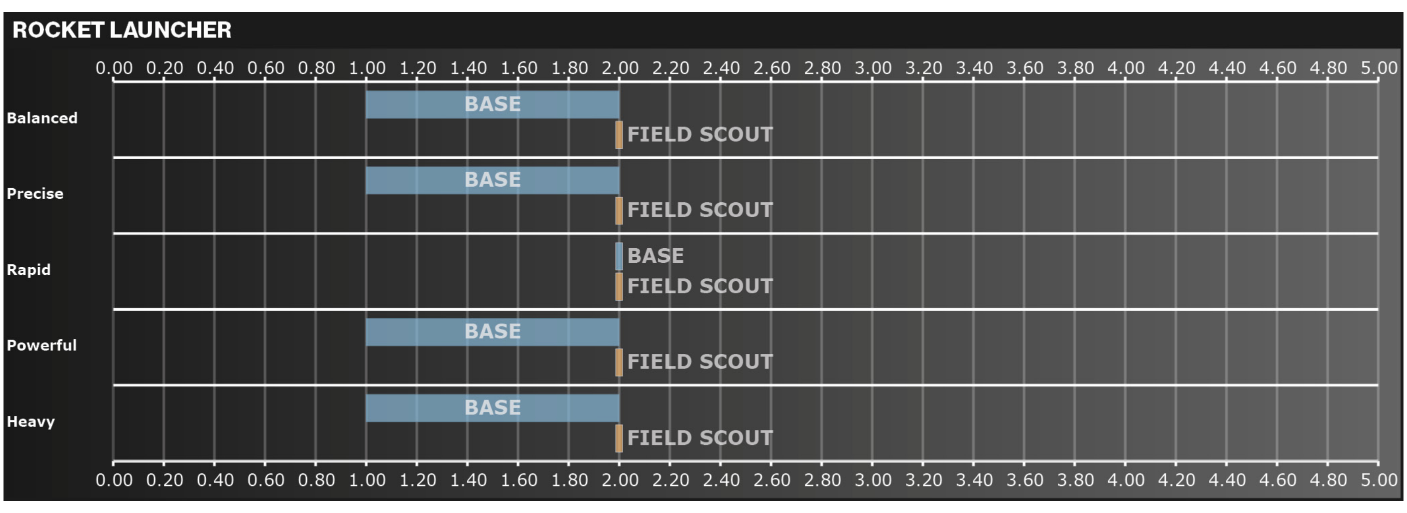


SNIPER RIFLE

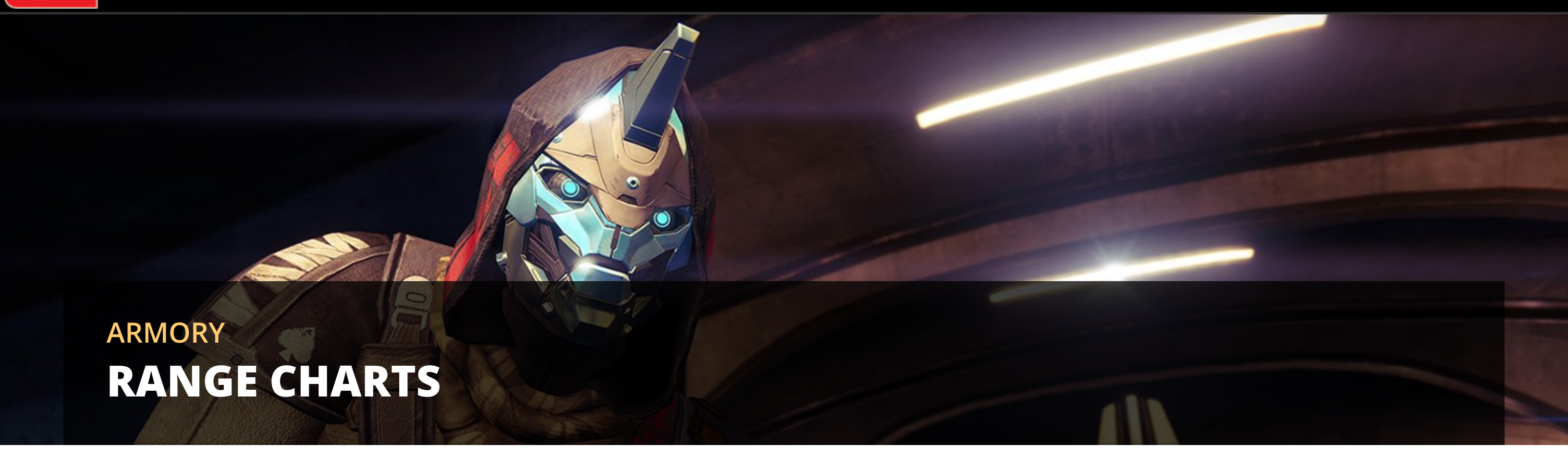
Heavy Weapons



MACHINEGUN



ROCKET LAUNCHER



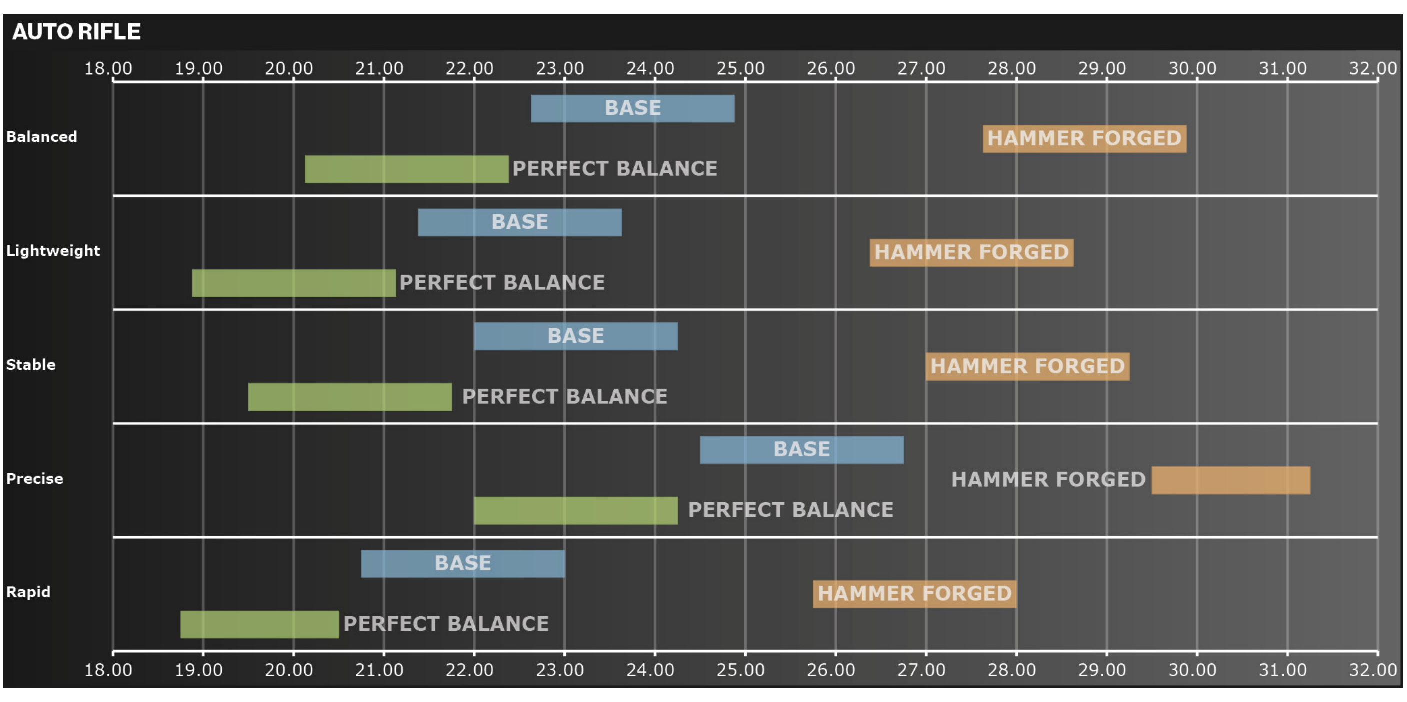
RANGE CHARTS

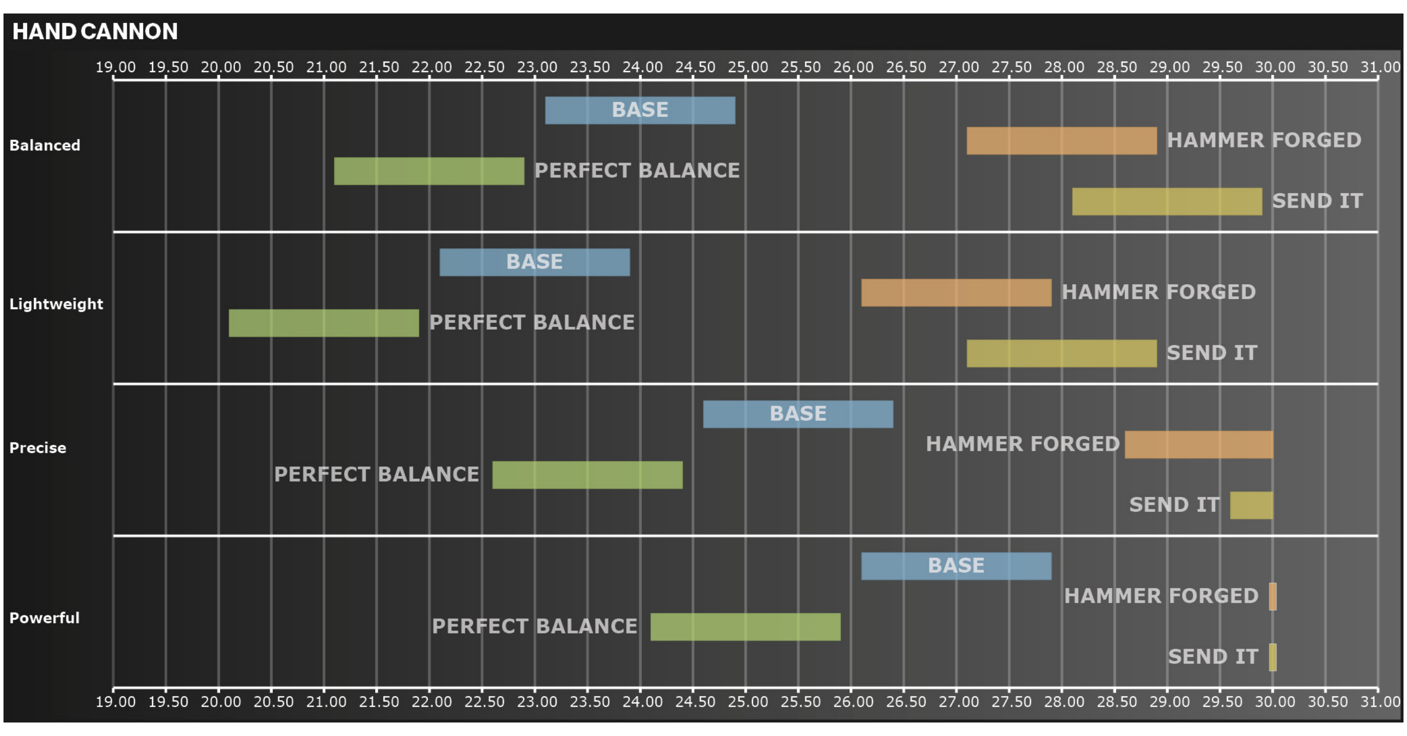
Name	Description
Rangefinder	10% bonus to Range, 20% bonus to damage falloff distance.

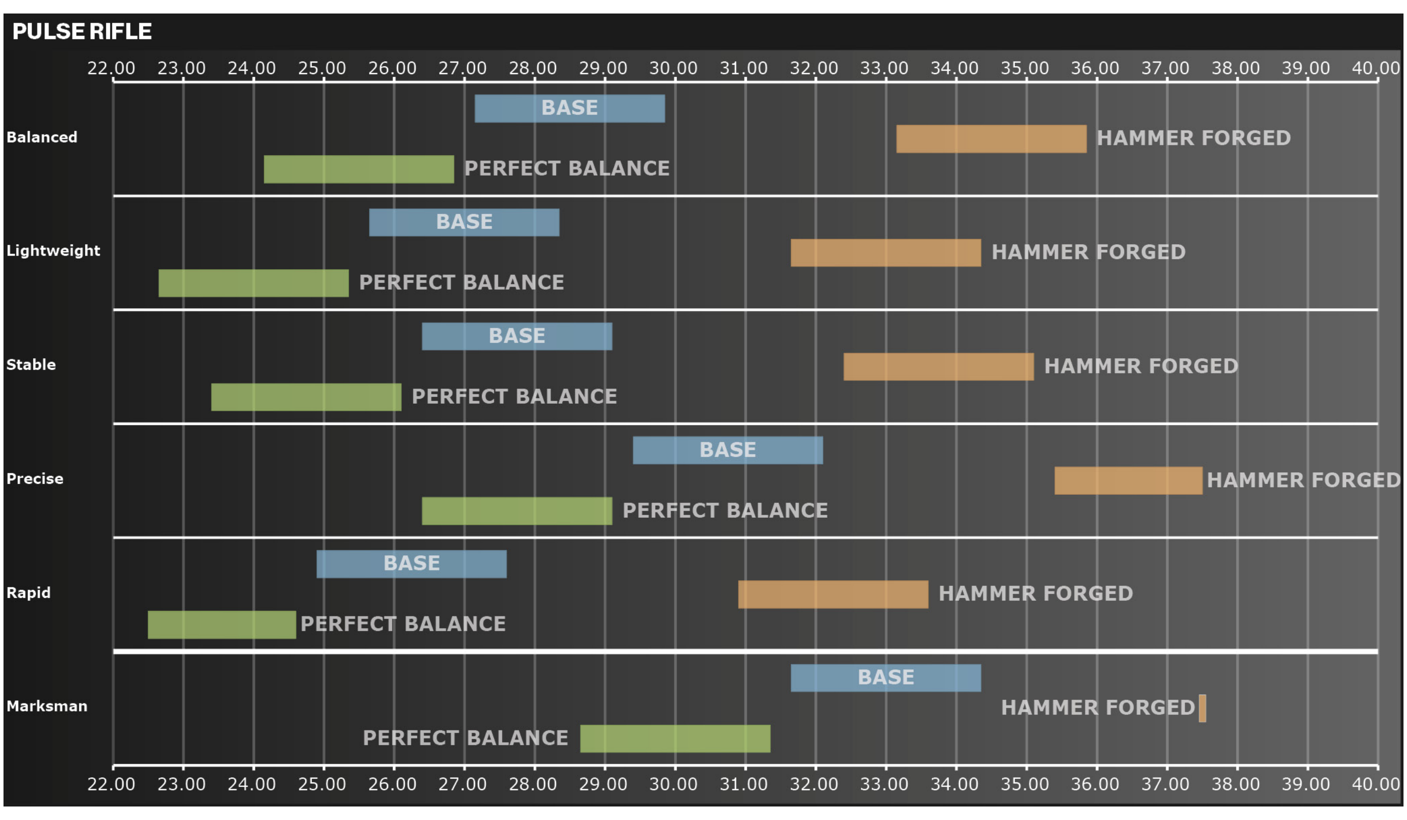
Note that sniper rifle ranges may seem low, but remember that they have 4x zoom scopes by default. Therefore, their base ranges are 4x these numbers while in ADS, not counting any scope or mods you equip that improve magnification. Just don't bother hipfiring at distant targets.

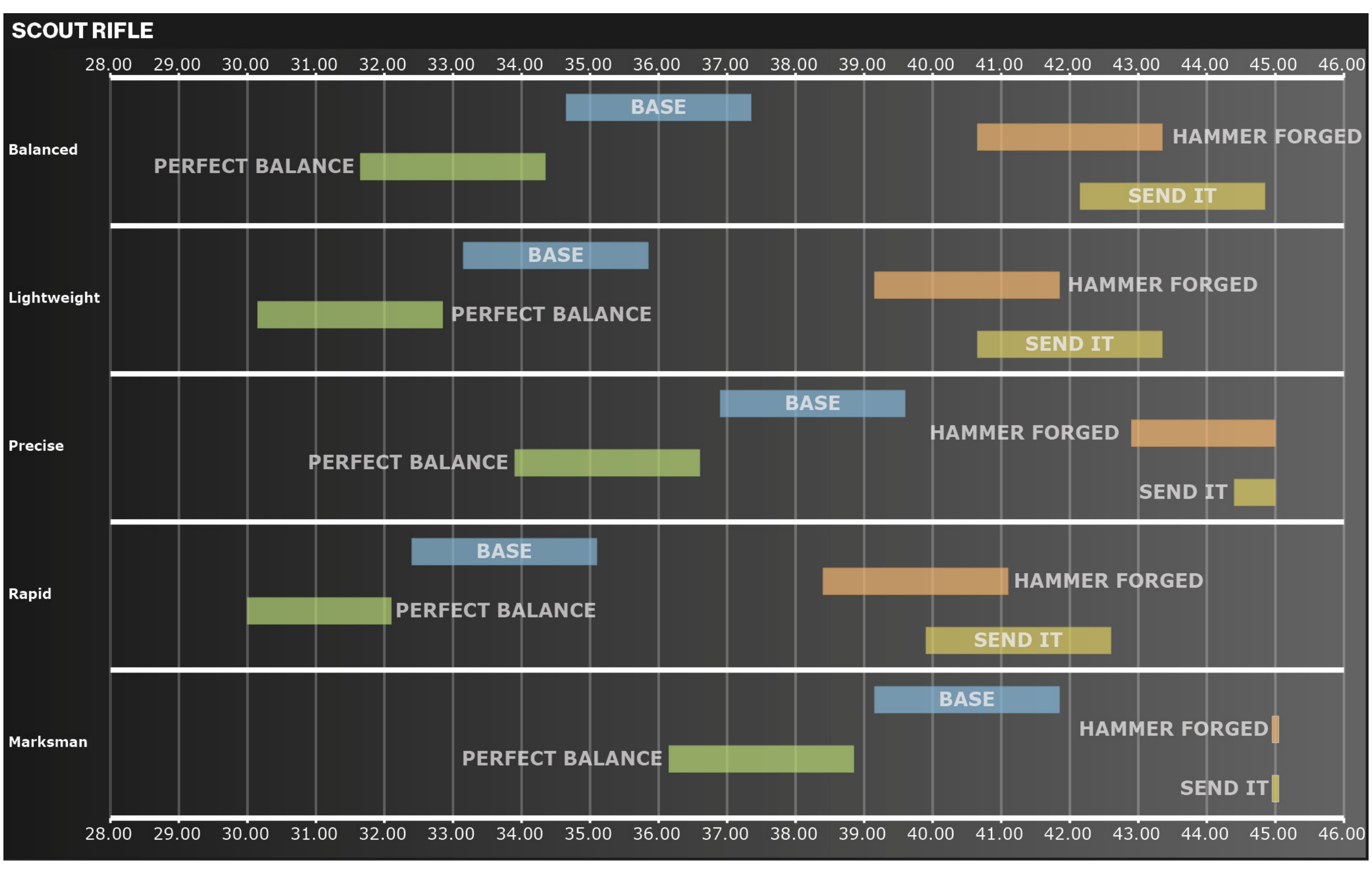
RANGE IN METERS

Primary Weapons

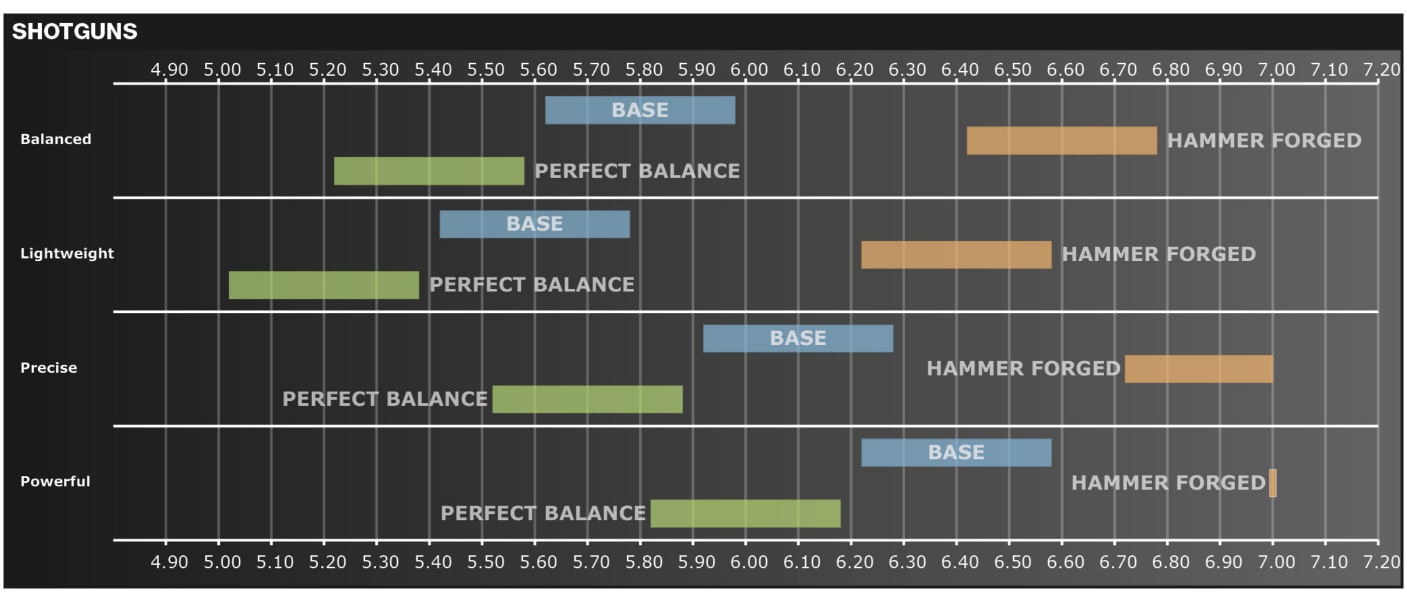


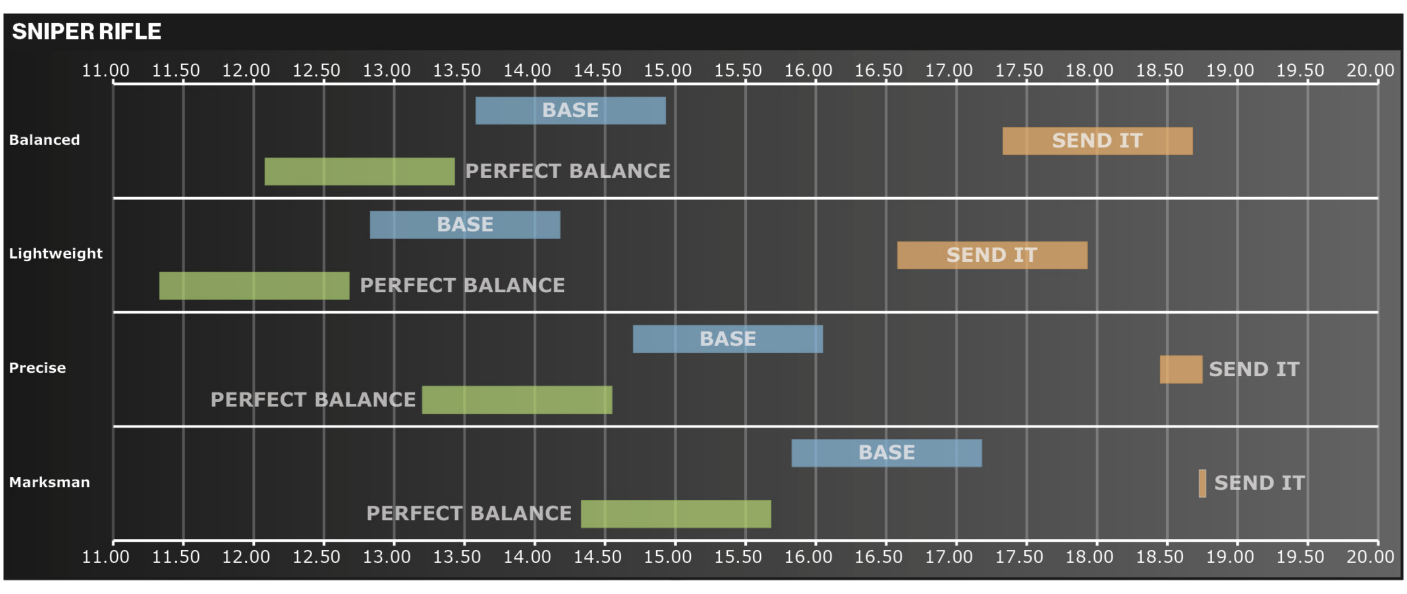




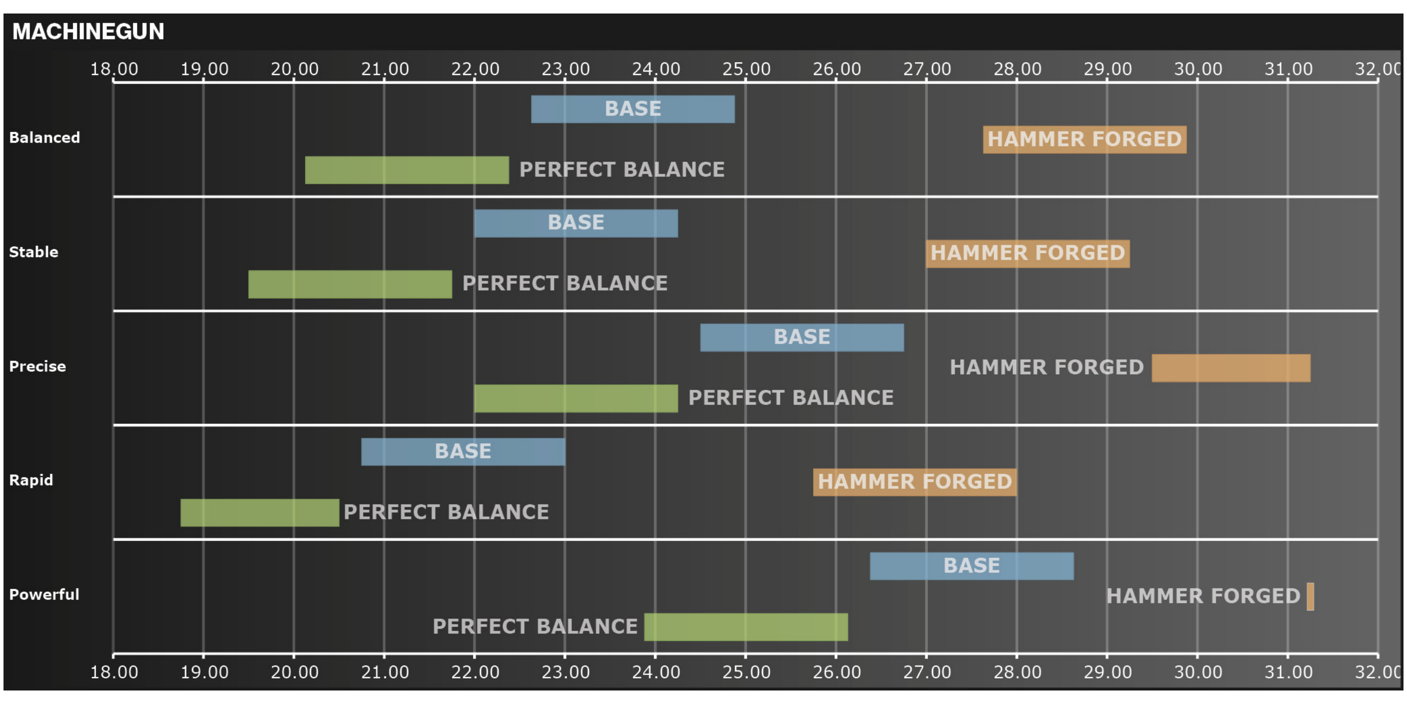


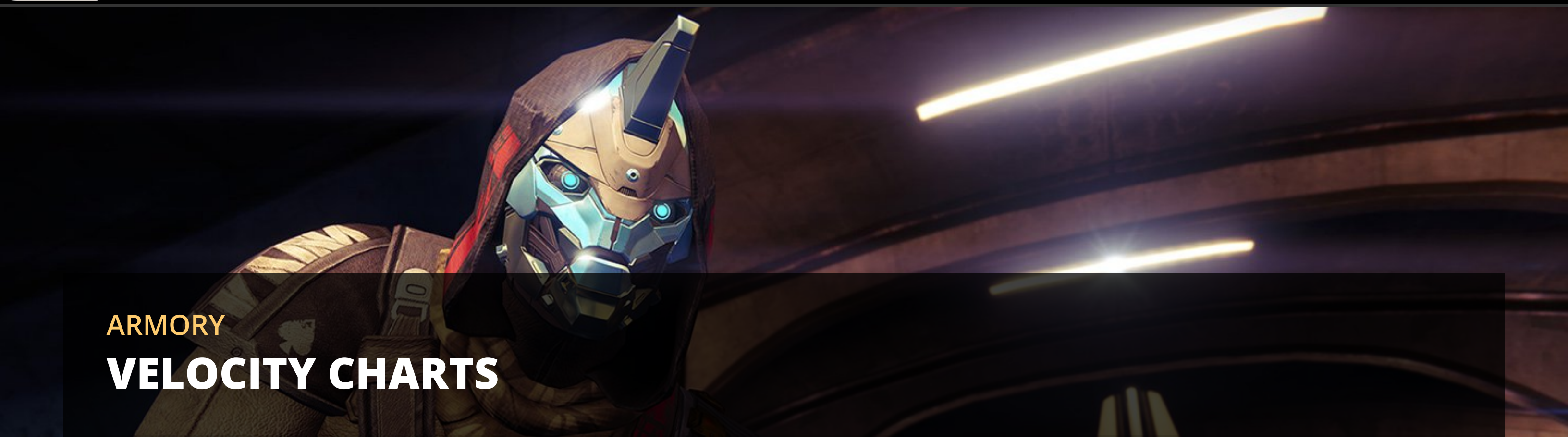
Secondary Weapons





Heavy Weapons





ARMORY

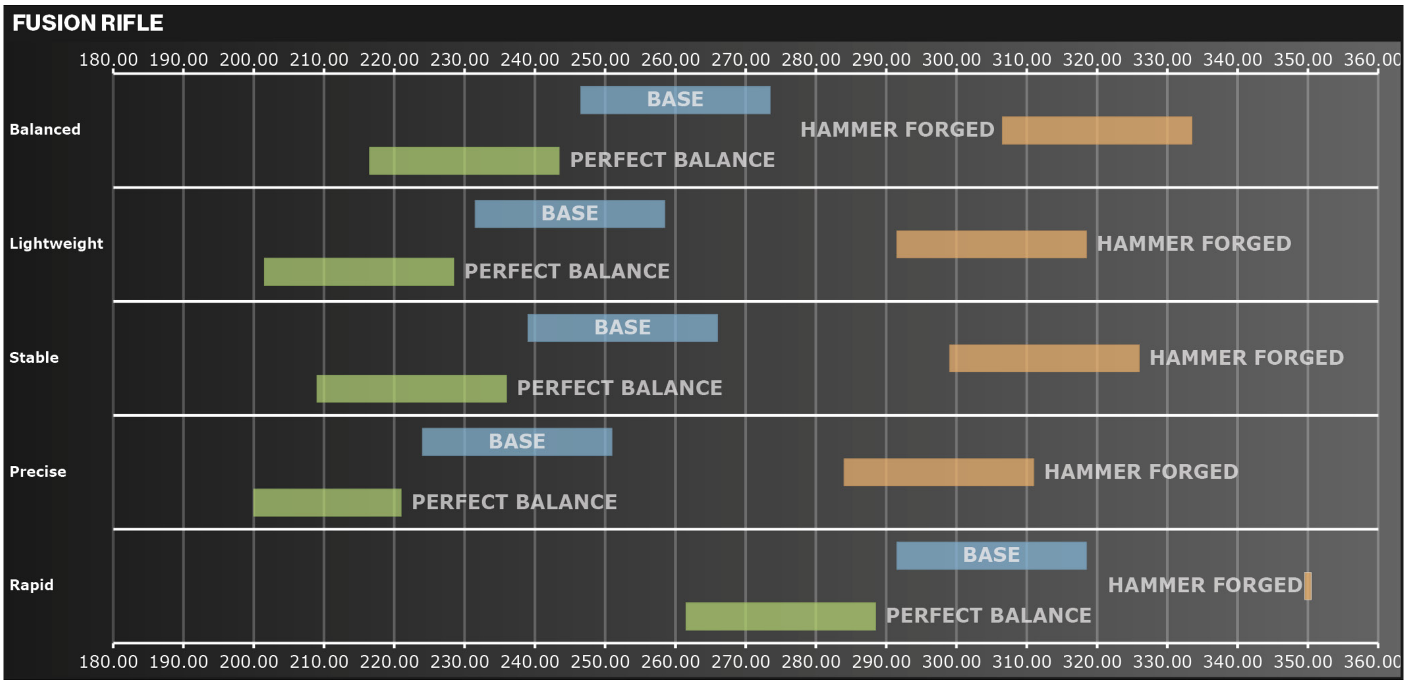
VELOCITY CHARTS

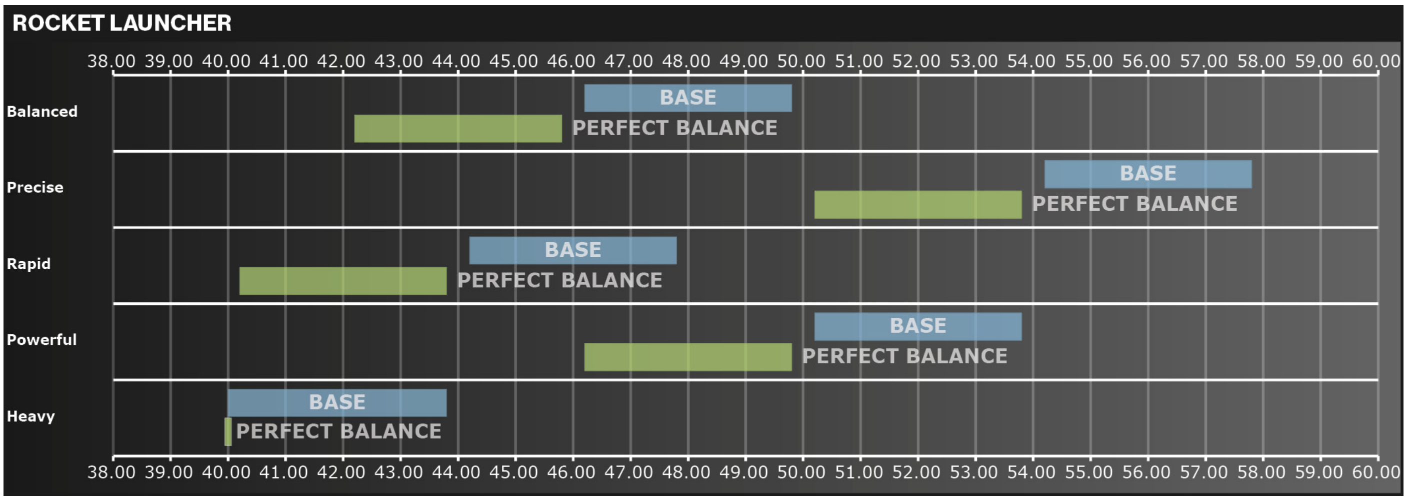
Fusion rifles and rocket launchers don't really have "range," per se. Fusion rifles suffer no damage falloff, though Range stats do affect their bloom reticle size, which is meaningful for hipfiring. Rocket launchers, obviously, fire rockets that don't care about distance.

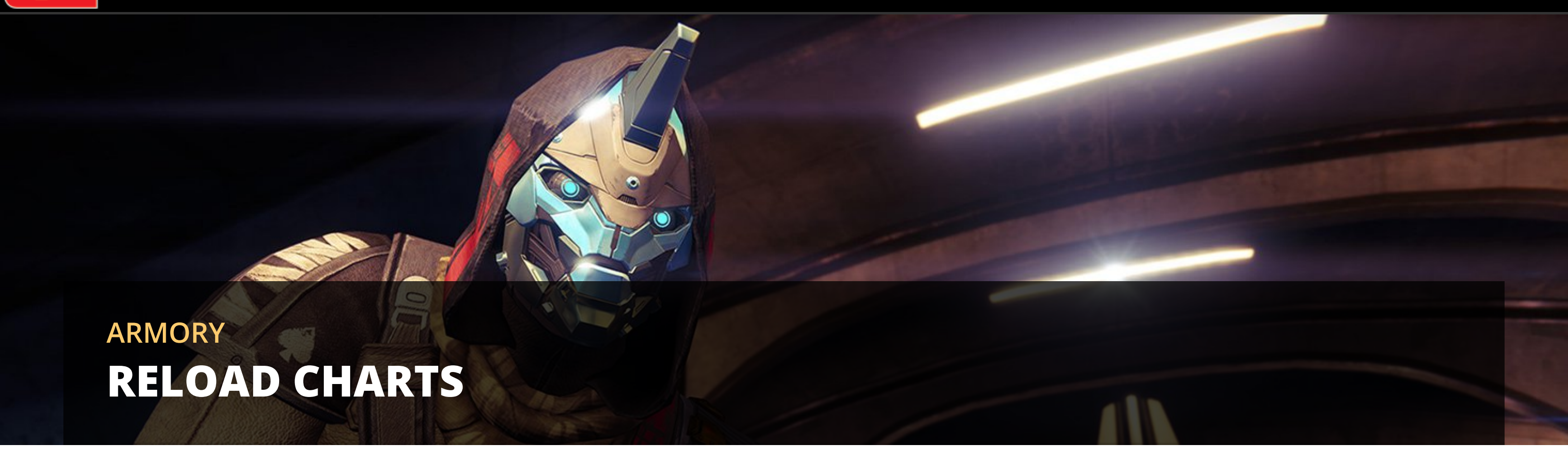
These charts show the speeds at which fusion rifle blasts and rocket launcher rockets travel.

SPEED IN METERS/SECOND

Fusion and Rocket Speeds







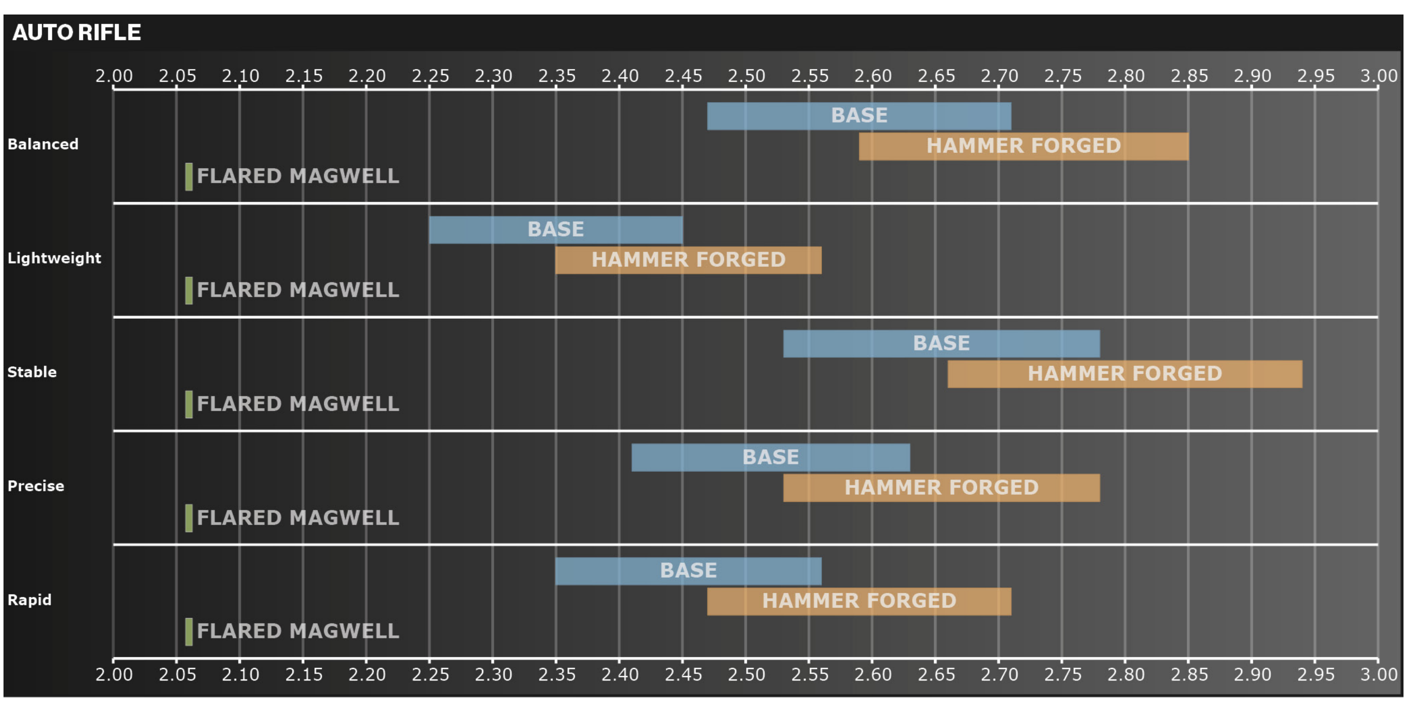
ARMORY

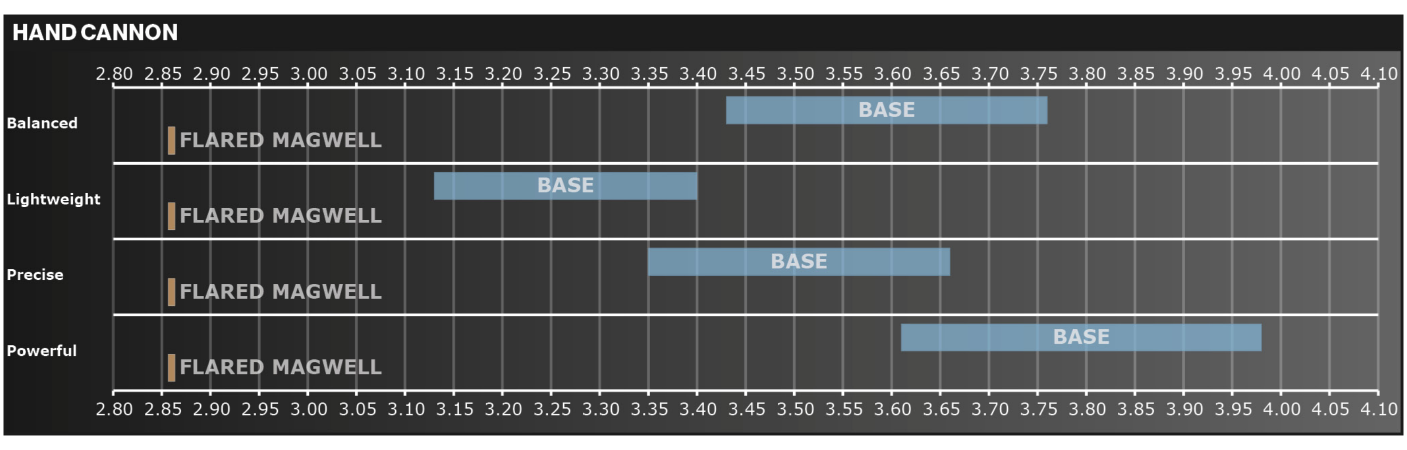
RELOAD CHARTS

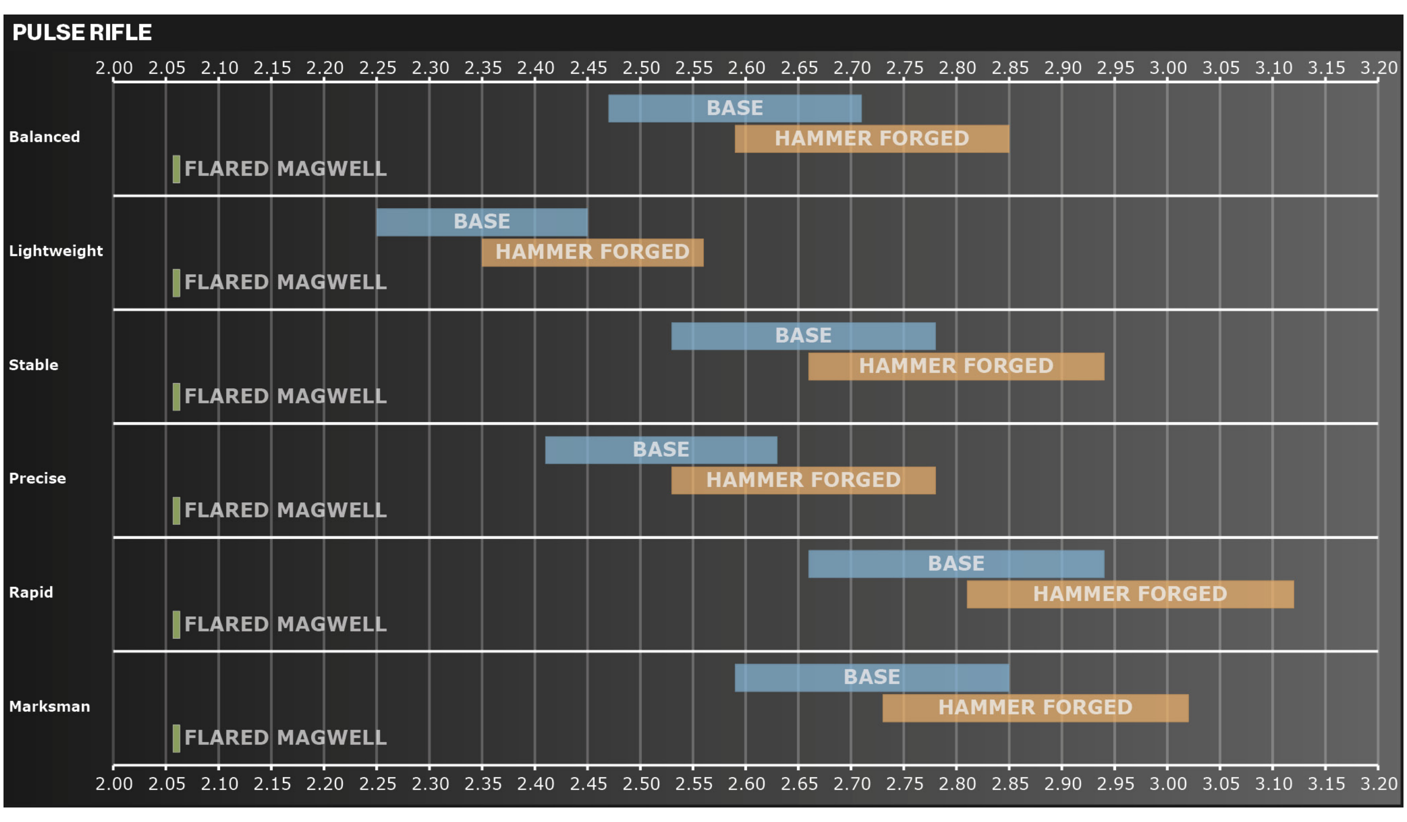
Name	Description
Cascade	150% reload speed after a melee kill.
Outlaw	150% reload speed after a precision kill.
Feeding Frenzy	120% reload speed after a kill.
Life Support	Restore 50% of magazine and reload 150% faster after a near-death kill.
Spray and Play	50% faster base reload when magazine is empty.
Who’s Next	150% faster reloads after a kill.

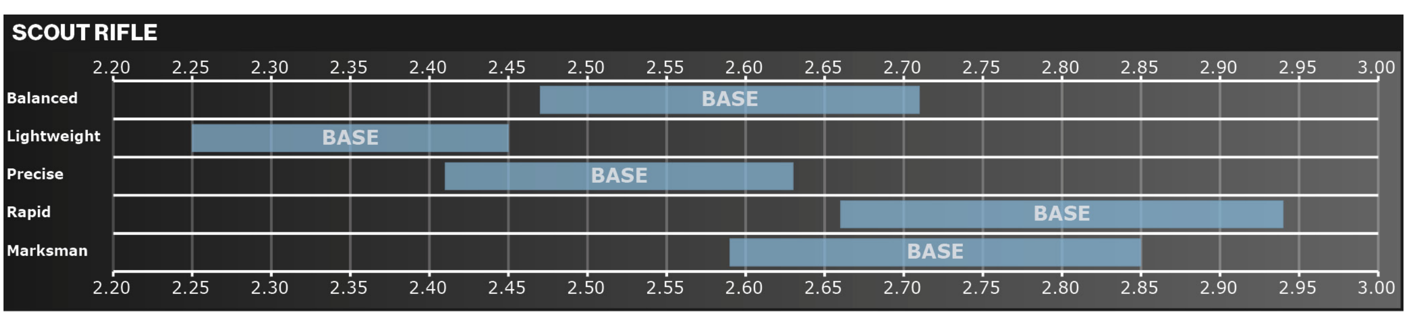
RELOAD TIME IN SECONDS

Primary Weapons

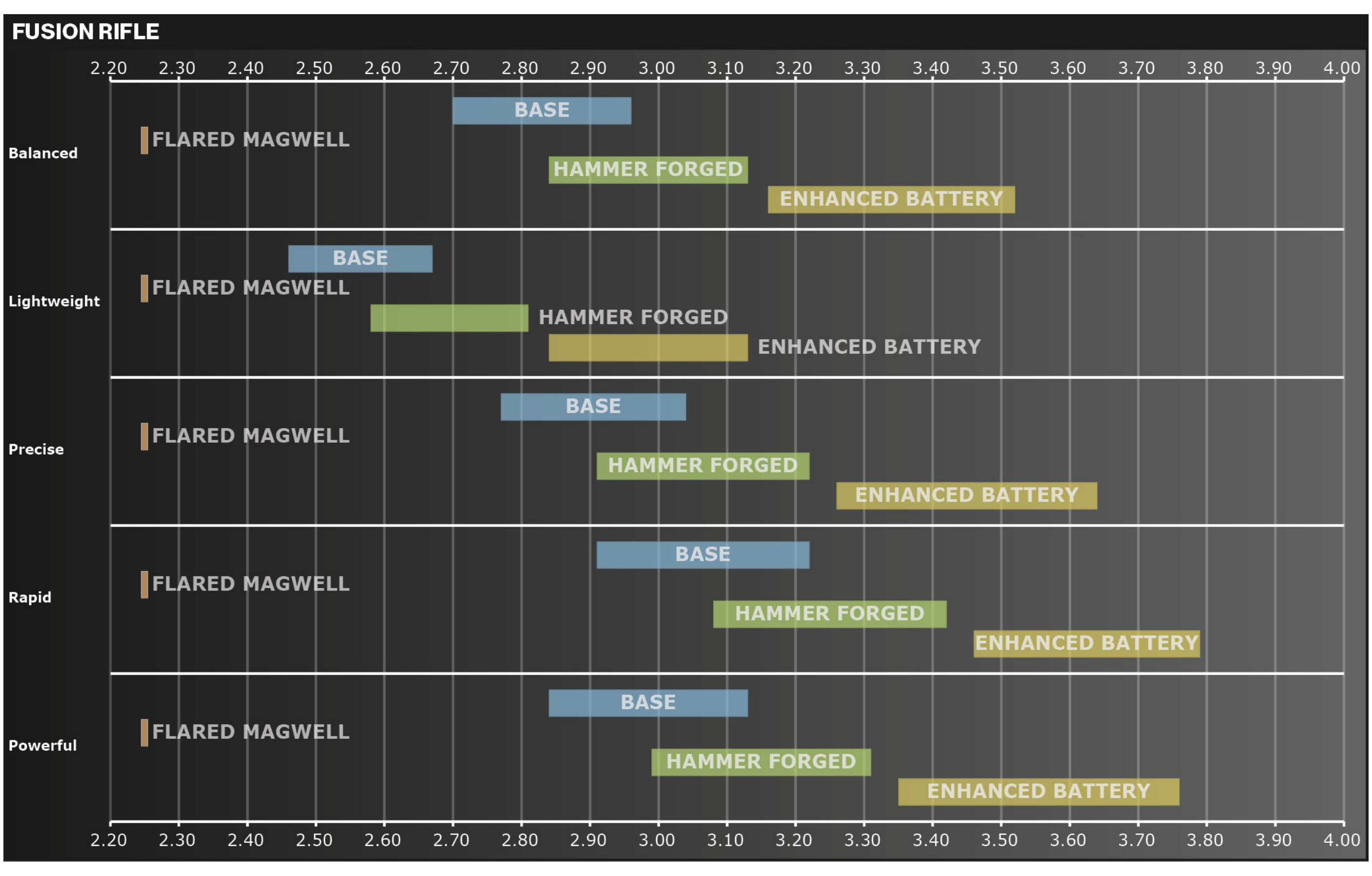


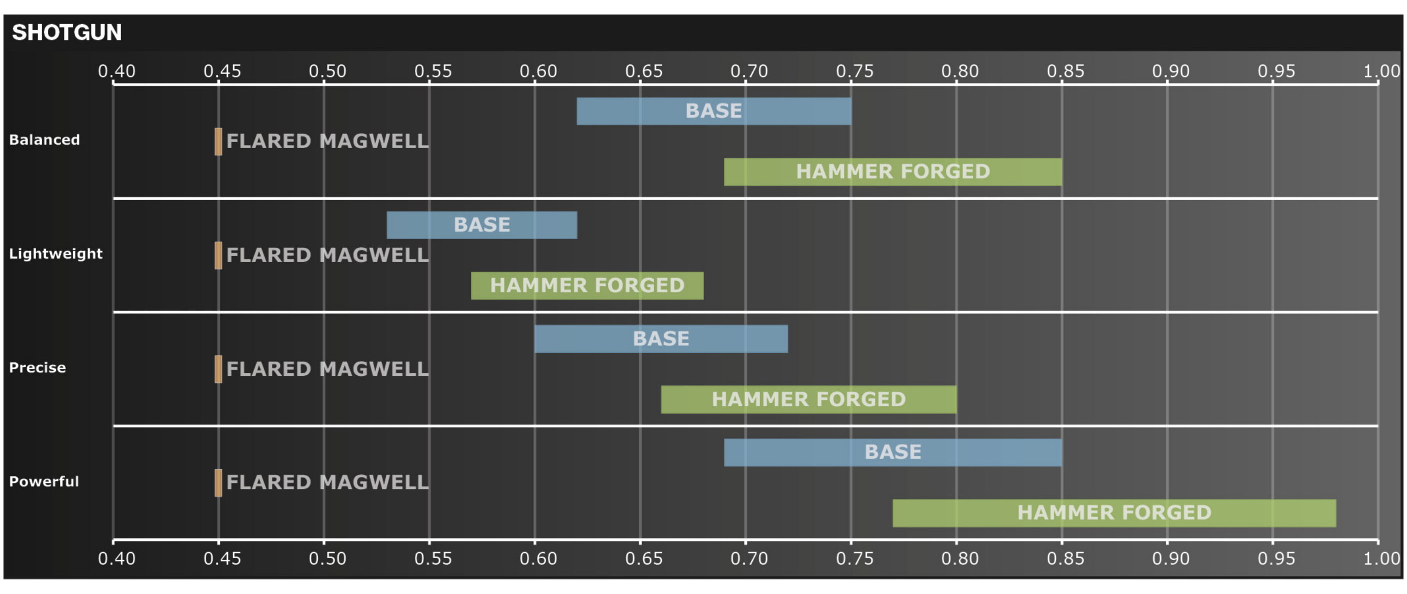


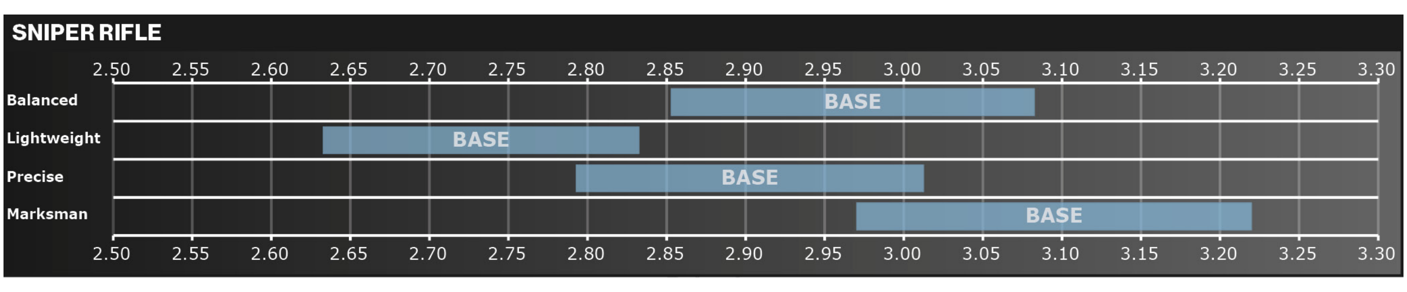




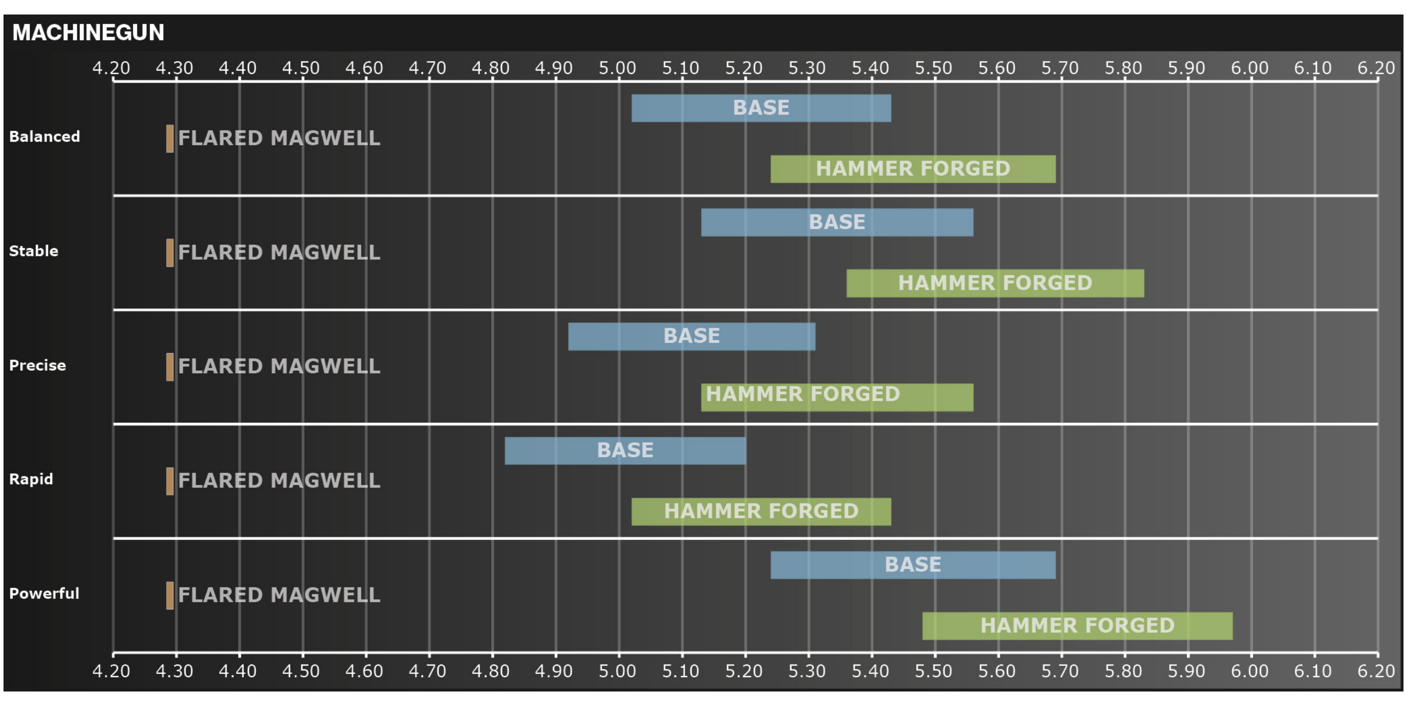
Secondary Weapons

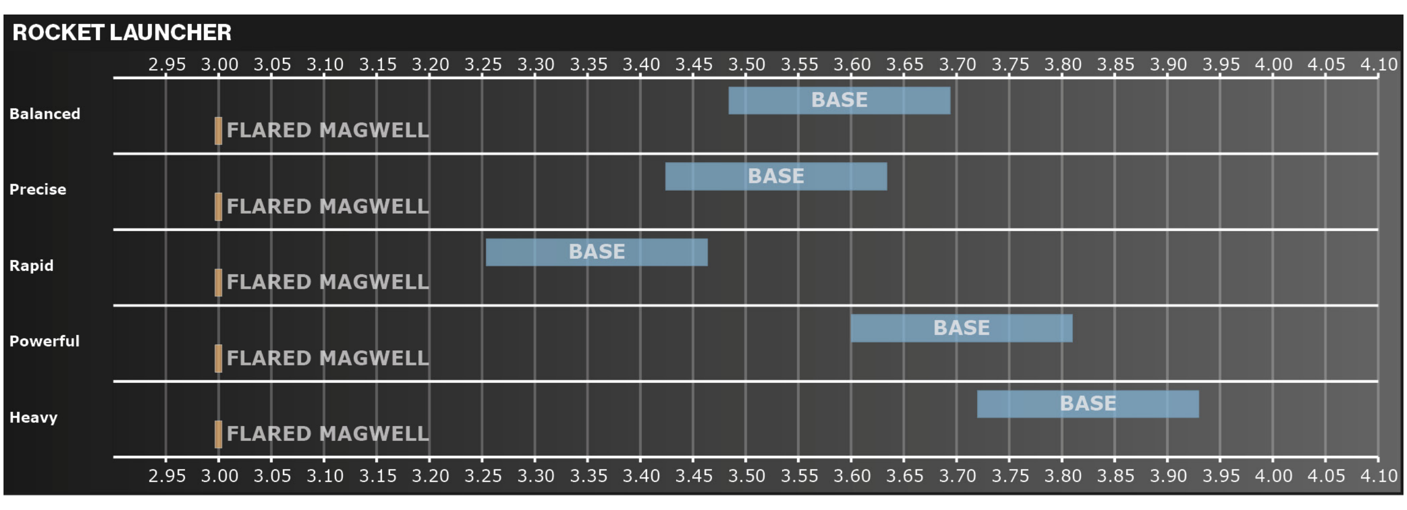


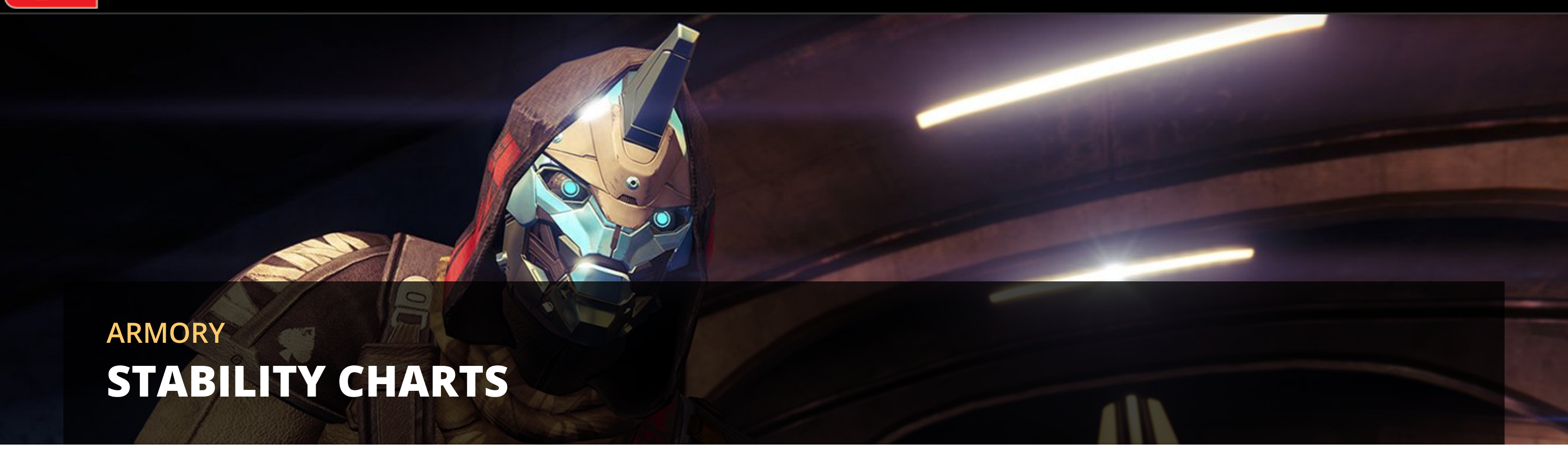




Heavy Weapons







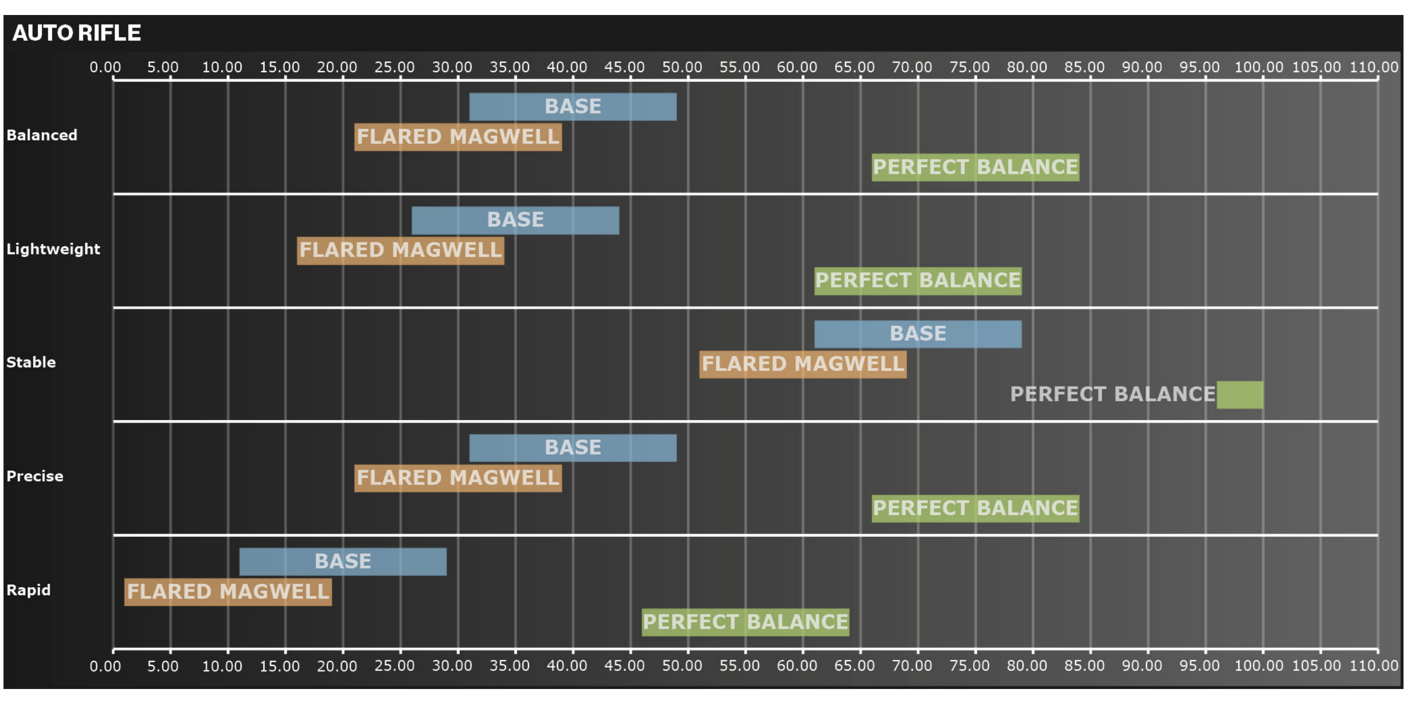
ARMORY

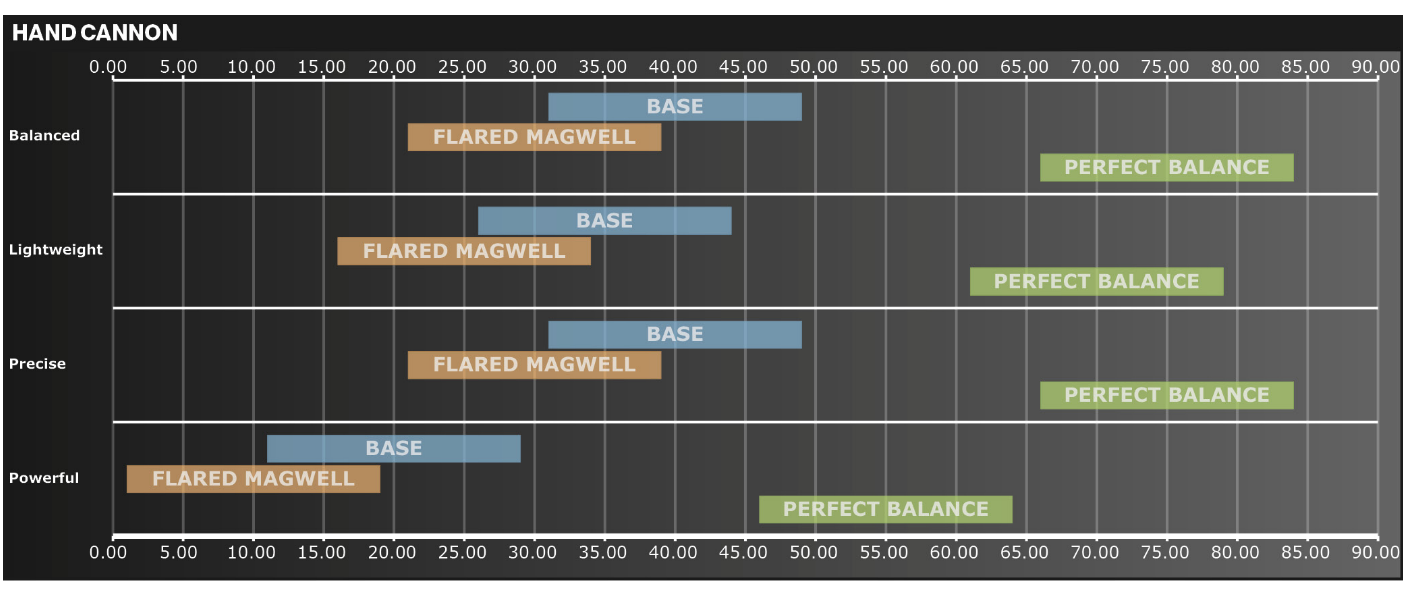
STABILITY CHARTS

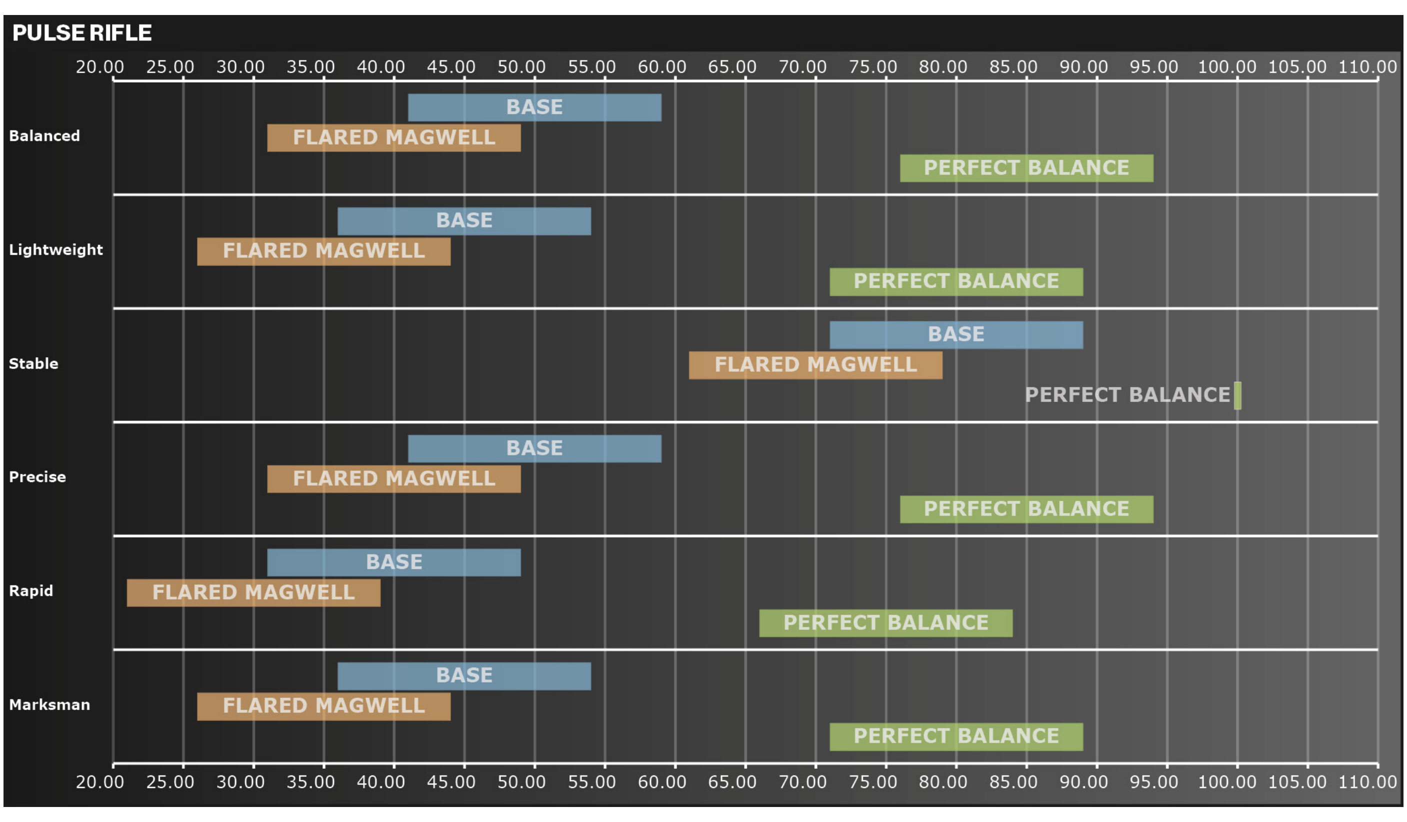
Name	Description
Persistence	Accuracy improves as you fire.
Zen Moment	Stability increased with each hit.

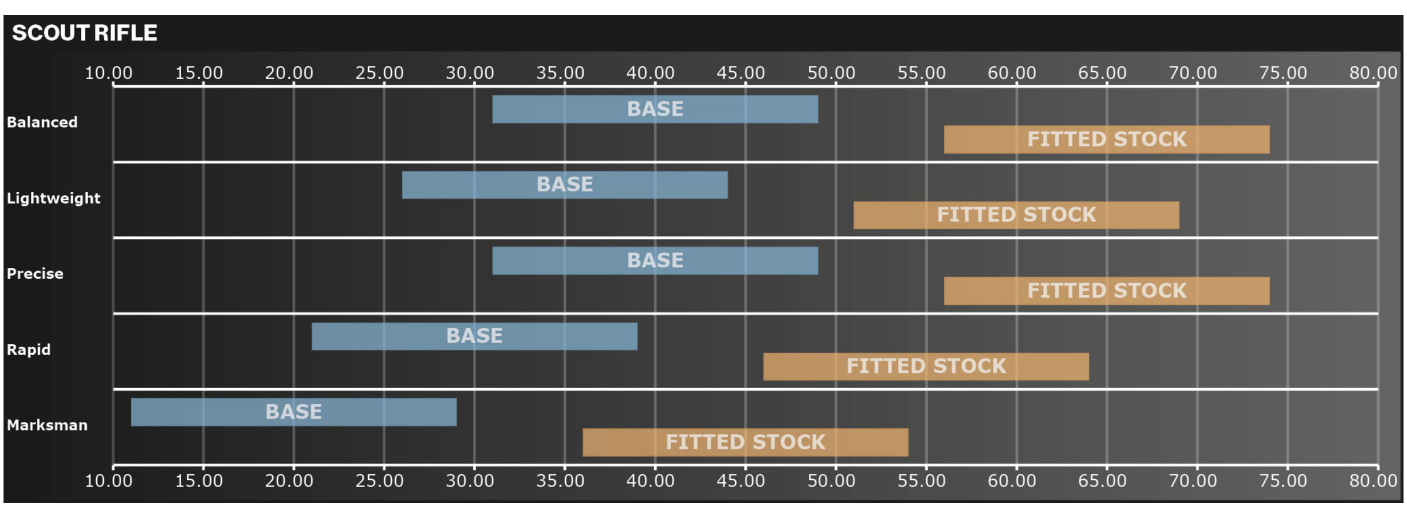
RELATIVE STABILITY VALUES

Primary Weapons

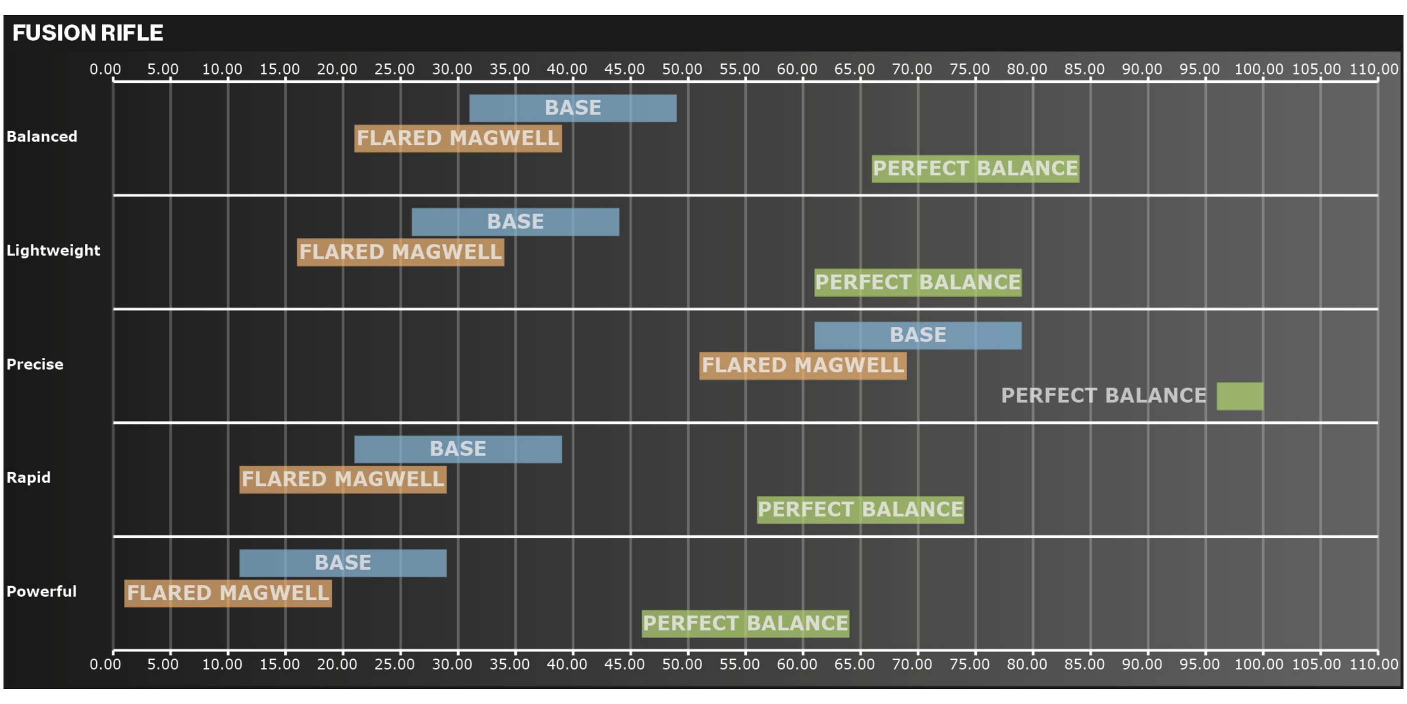


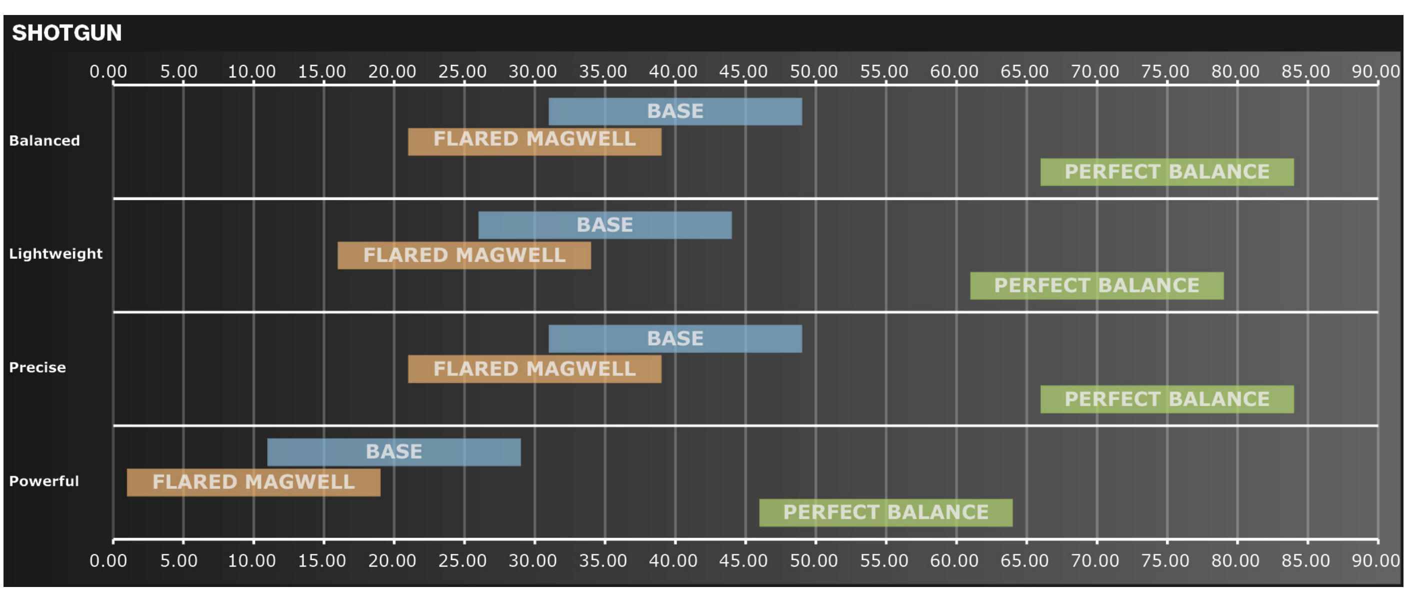


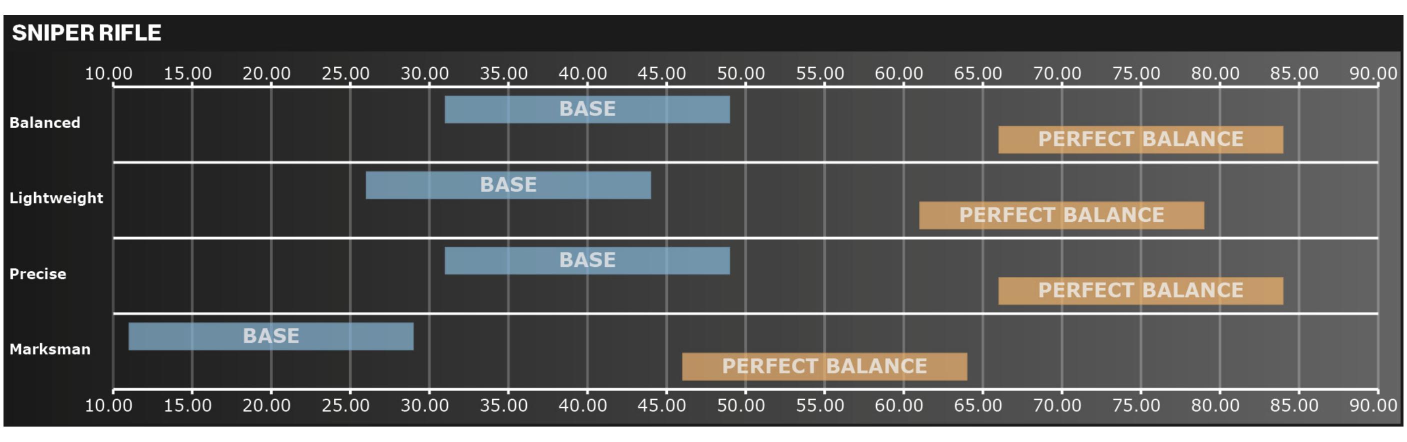




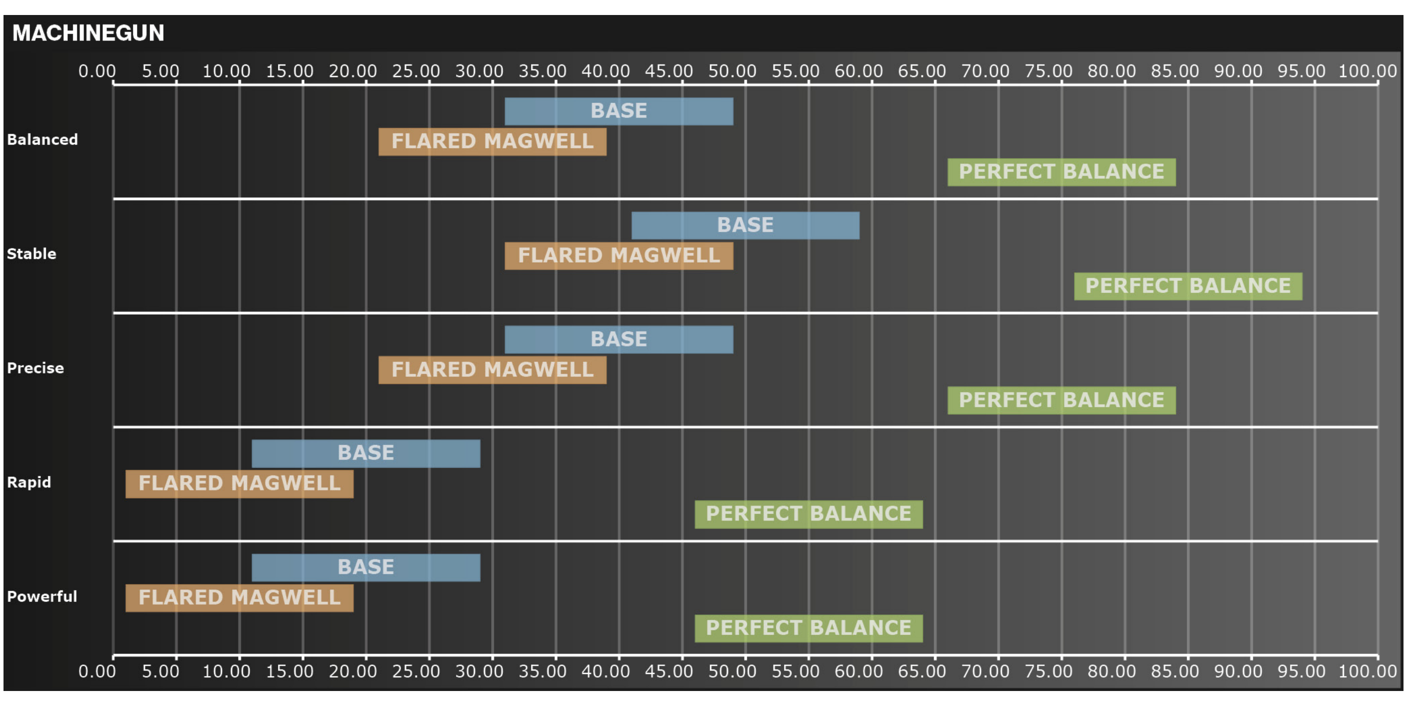
Secondary Weapons

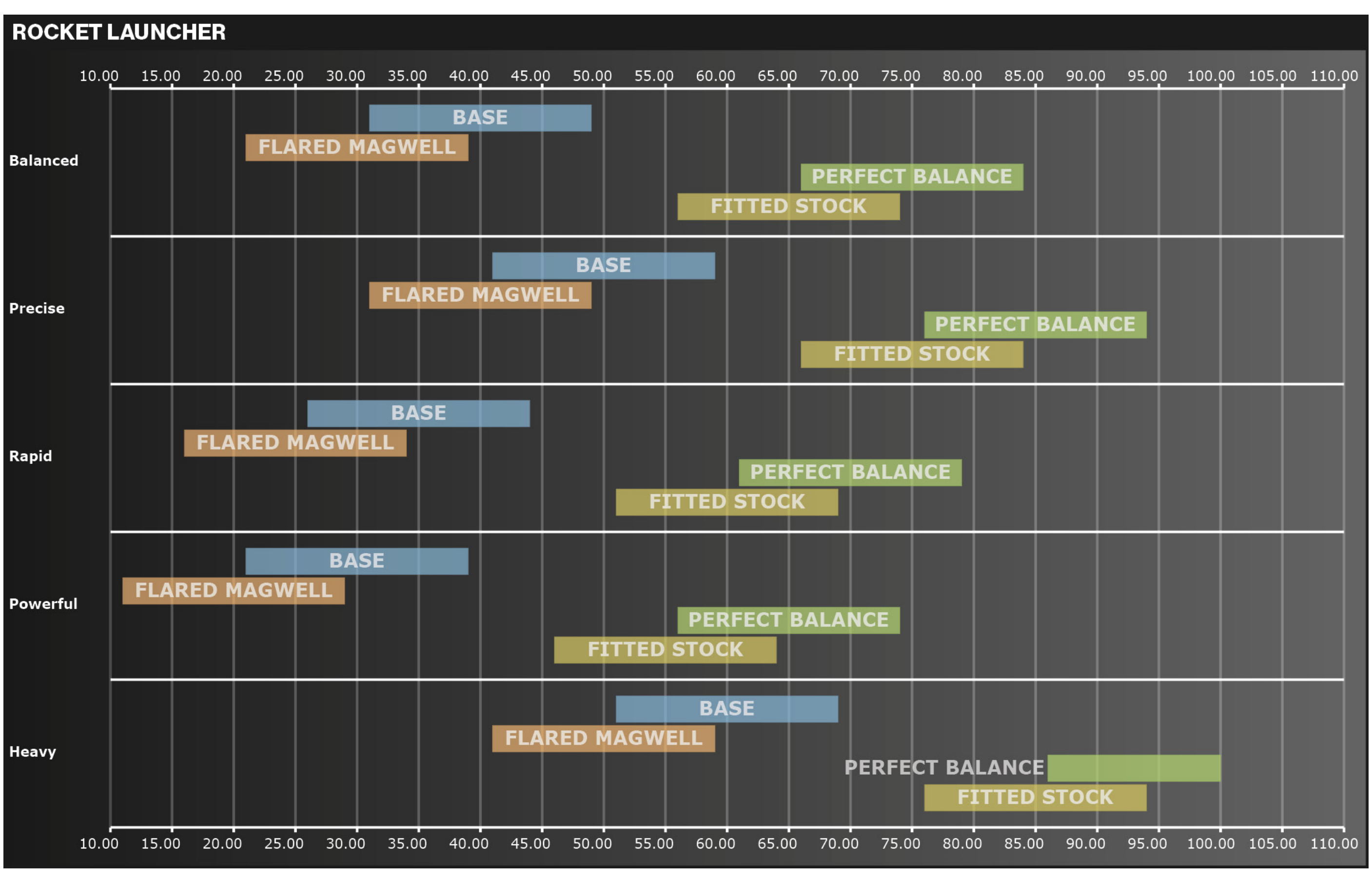


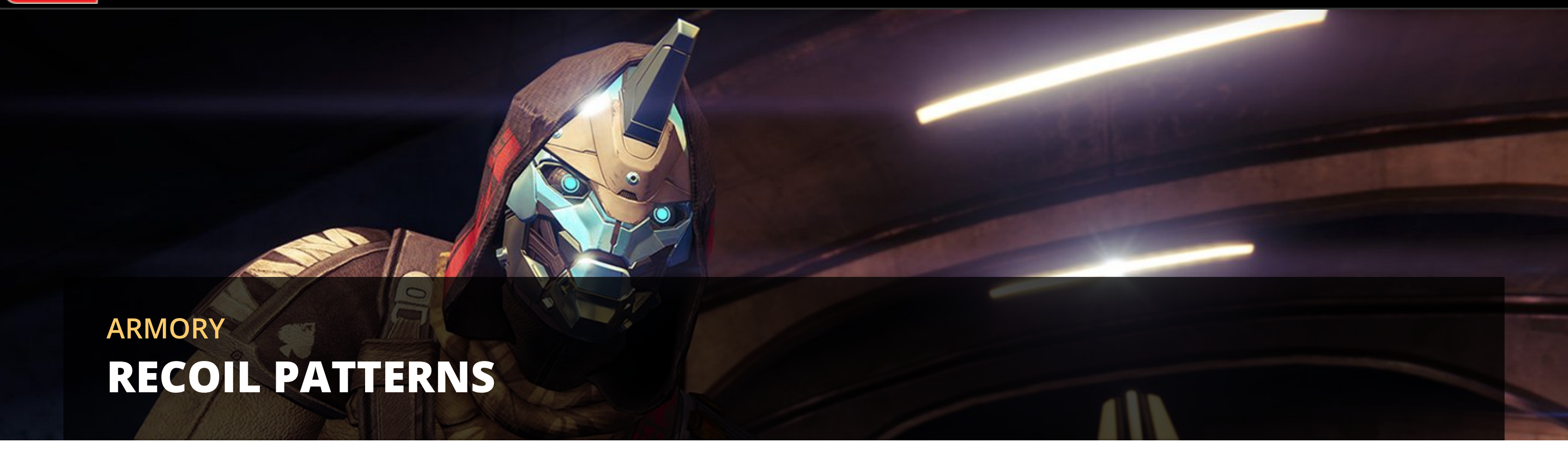




Heavy Weapons







ARMORY

RECOIL PATTERNS

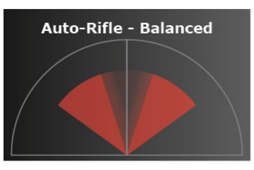
These recoil patterns should give you a rough idea of the basic recoil intensity and direction for a given weapon. Weapons that have very wide patterns can kick out far to the left or right. Tighter vertical patterns are generally easier to handle.

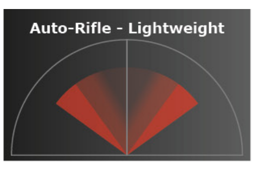
Remember that improving Stability or moderating your rate of fire reduces overall recoil. There are a few mods that also have an effect on recoil or accuracy but don't explicitly modify Stability.

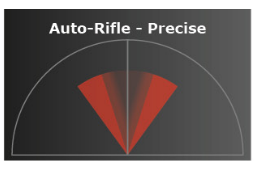
Name	Description
Counterbalance	Stabilizes recoil.
Hip Fire	Increased accuracy when hipfiring.
Unflinching	Heavily reduces Flinch.
Secret Round	Missing a shot in a burst grants a fourth round.
Take a Knee	Accuracy improves when firing crouched.

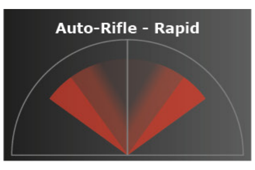
PRIMARY WEAPONS

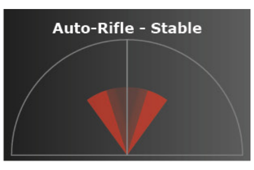
Auto Rifles


Auto-Rifle - Balanced

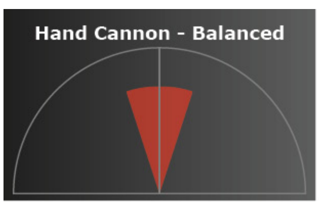

Auto-Rifle - Lightweight

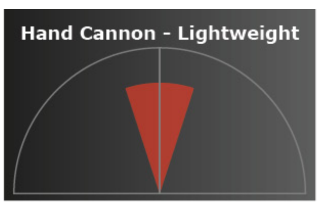

Auto-Rifle - Precise

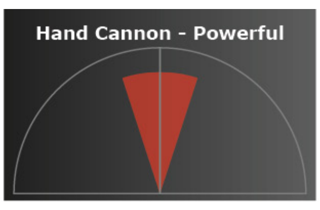

Auto-Rifle - Rapid

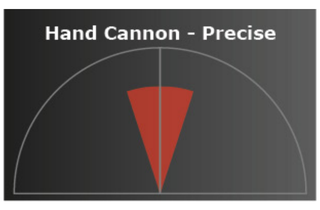

Auto-Rifle - Stable

Hand Cannons

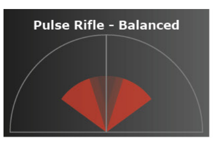

Hand Cannon - Balanced

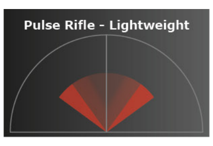

Hand Cannon - Lightweight

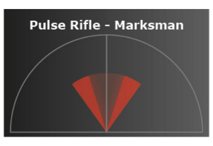

Hand Cannon - Powerful

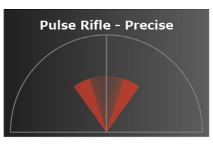

Hand Cannon - Precise

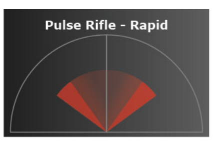
Pulse Rifles

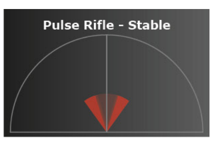

Pulse Rifle - Balanced


Pulse Rifle - Lightweight

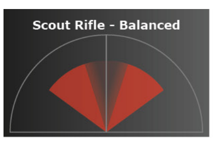

Pulse Rifle - Marksman

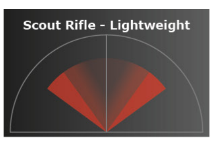

Pulse Rifle - Precise

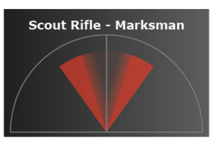

Pulse Rifle - Rapid

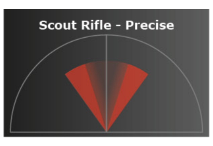

Pulse Rifle - Stable

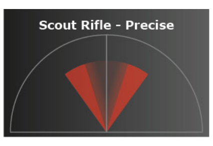
Scout Rifles

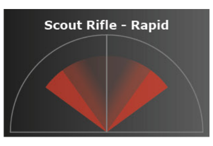

Scout Rifle - Balanced


Scout Rifle - Lightweight


Scout Rifle - Marksman

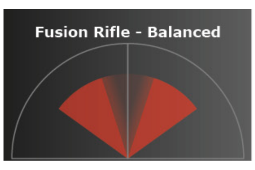

Scout Rifle - Precise

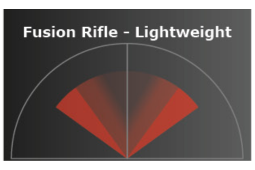

Scout Rifle - Precise

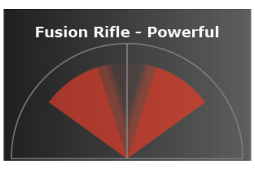

Scout Rifle - Rapid

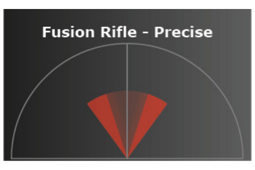
SECONDARY WEAPONS

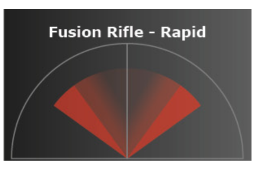
Fusion Rifles


Fusion Rifle - Balanced

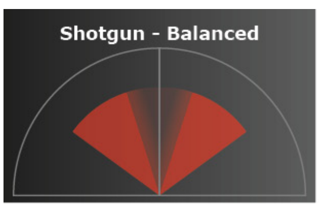

Fusion Rifle - Lightweight

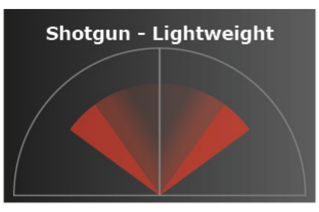

Fusion Rifle - Powerful

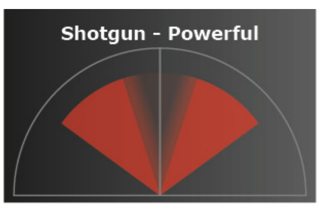

Fusion Rifle - Precise

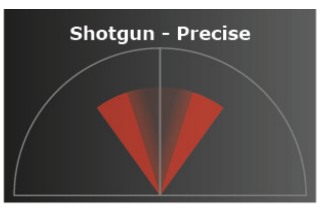

Fusion Rifle - Rapid

Shotguns

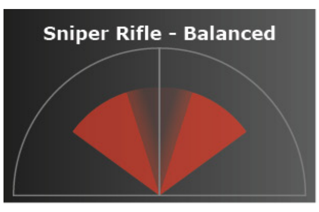

Shotgun - Balanced

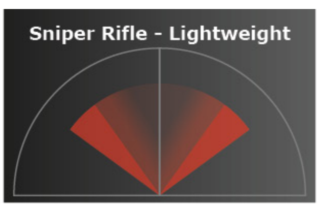

Shotgun - Lightweight

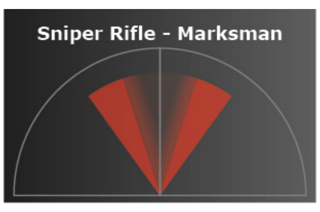

Shotgun - Powerful

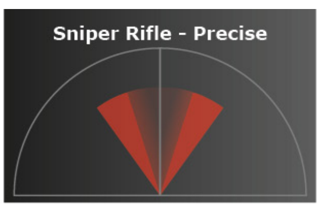

Shotgun - Precise

Sniper Rifles


Sniper Rifle - Balanced


Sniper Rifle - Lightweight

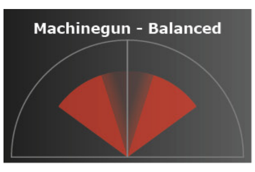

Sniper Rifle - Marksman

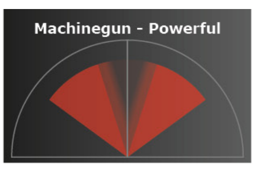

Sniper Rifle - Precise

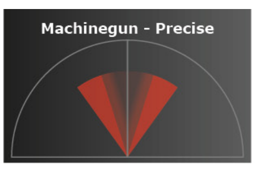
Heavy Weapons

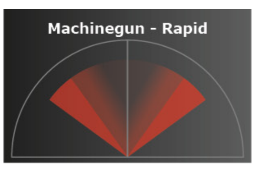
There are no recoil plots for rocket launchers, for obvious reasons!

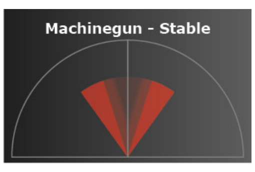
Machineguns

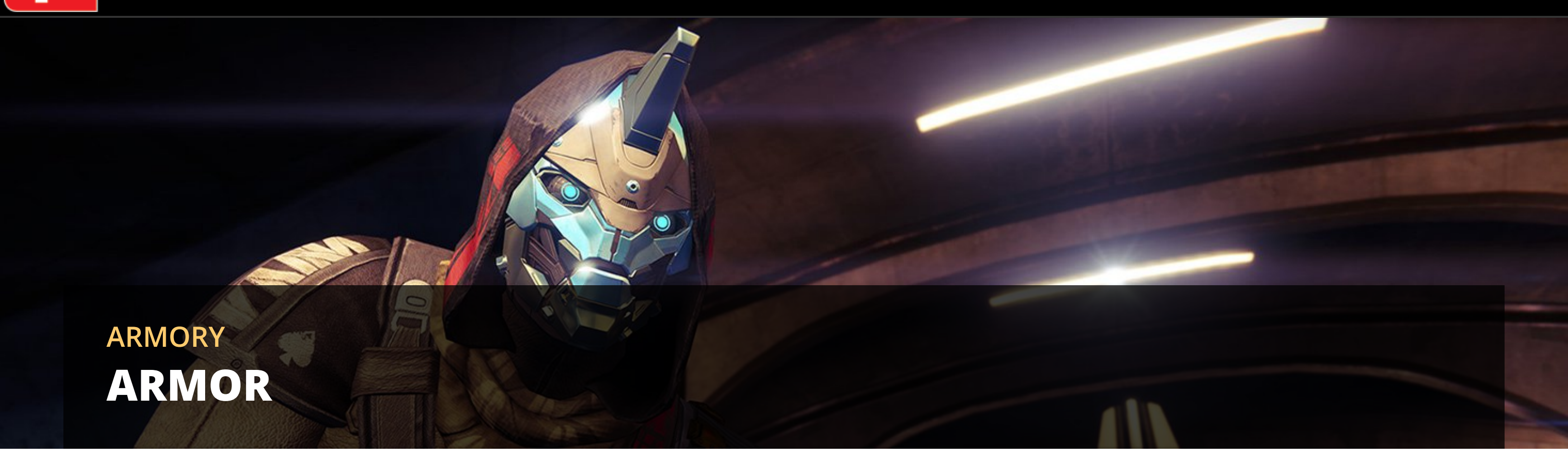

Machinegun - Balanced


Machinegun - Powerful


Machinegun - Precise


Machinegun - Rapid


Machinegun - Stable



ARMORY

ARMOR

In comparison to weapons, armor is considerably simpler, though it's no less important to your success! You have four types of armor in Destiny: helm, gauntlets, chest armor, and leg armor. You also have one cosmetic Class Armor slot.

Armor is Class-specific, and you almost always find armor for your Class in the wild. It is rare but possible to find an armor item for another Class. Don't worry: you can store it in your Vault and access it on that Class when you want to use it!

Armor has three basic effects. First, it provides your basic level of Defense, protecting you in PvE and PvP where Level Advantages are enabled. Armor also boosts your three Armor stats: Discipline, Intellect, and Strength. And finally, armor provides you with access to armor-only mods.

Armor mods can provide boosts to your melee, grenade, and super abilities, as well as a reload speed increase to one weapon type, inventory ammo bonuses, and add effects when you pick up an Orb of Light.

Once you reach Level 20, armor can boost your Light level, which is the only way to achieve an effective level higher than 20. Experience earned at 20 gains you Motes of Light whenever you would have normally gained a level instead. Raising your Light level is necessary for accessing activities that have level requirements beyond 20. Once you first hit Level 20, expect to spend some time hunting down Legendary gear to raise your Light level.

ARMOR STATS

Armor Stat Caps

The total stat bonus on your armor for any given stat is translated into a percentage bonus. This percentage bonus caps at 100%, though it is possible to go beyond 100% in total across the three stats (for example, a 50% bonus from Discipline, Intellect, and Strength, or a 100% bonus from one stat and 50% from another).

Exactly how high can you get? That depends entirely on the quality and level of your armor. While player levels cap at 20, there is more powerful gear to be found out there, and a full set of Legendary armor with an Exotic armor piece can get you quite a stat bump.

Armor stats are a simple numeric bonus, such as "+5 to Discipline" or "+30 to Discipline and Strength" on higher-level armor. However, what the number actually does for you depends on your level. At Level 5, 20 points of Strength can give you a bigger boost than at Level 10 or Level 15.

All stats are translated to a percentage boost to one of your recharge timers: grenades, melee, or super. To see this bonus in the game, move your cursor over the stat on your Inventory screen. The takeaway here is pretty simple: to keep your bonuses strong (and growing), you must upgrade your gear as you level.

Armor can boost a single stat, or it may boost two. This gives you the option to focus your armor toward maximizing one recharge timer or splitting it between a few. Choose whichever option best suits your build and your personal preference.

Armor Stat Bonuses

Stat boosts on armor are clamped within a range for any given level of armor (very similar to the way weapon archetypes have stat ranges that define their minimum and maximum values). This means that you might find a piece of armor that can have a value between 5 and 8 at lower levels, or 40 and 50 at high levels.

The ranges are generally fairly small, so any piece of level-appropriate armor will boost your abilities to a point suitable for activities of that level. However, if you really want to maximize your power, you can most certainly hunt for "perfect" armor.

Discipline

Reduces grenade cooldown time.

A high Discipline value is helpful if you use grenades frequently, especially if your Class build is focused on grenade usage. Grenades are extremely useful in both PvE and PvP, making Discipline a safe choice if you aren't sure where to focus.

Intellect

Reduces super cooldown time.

Your super is a very powerful tool in more difficult PvE missions, and always in PvP. Whether you choose to boost your super recharge rate over your grenades or melee depends largely on how your Class spec is configured. Some supers, like a Void Titan's Ward of Dawn or a Warlock's Radiance, can be incredibly powerful support tools. Other supers, like a Hunter's Golden Gun or Arc Blade, can inflict lethal burst damage in PvP.

Strength

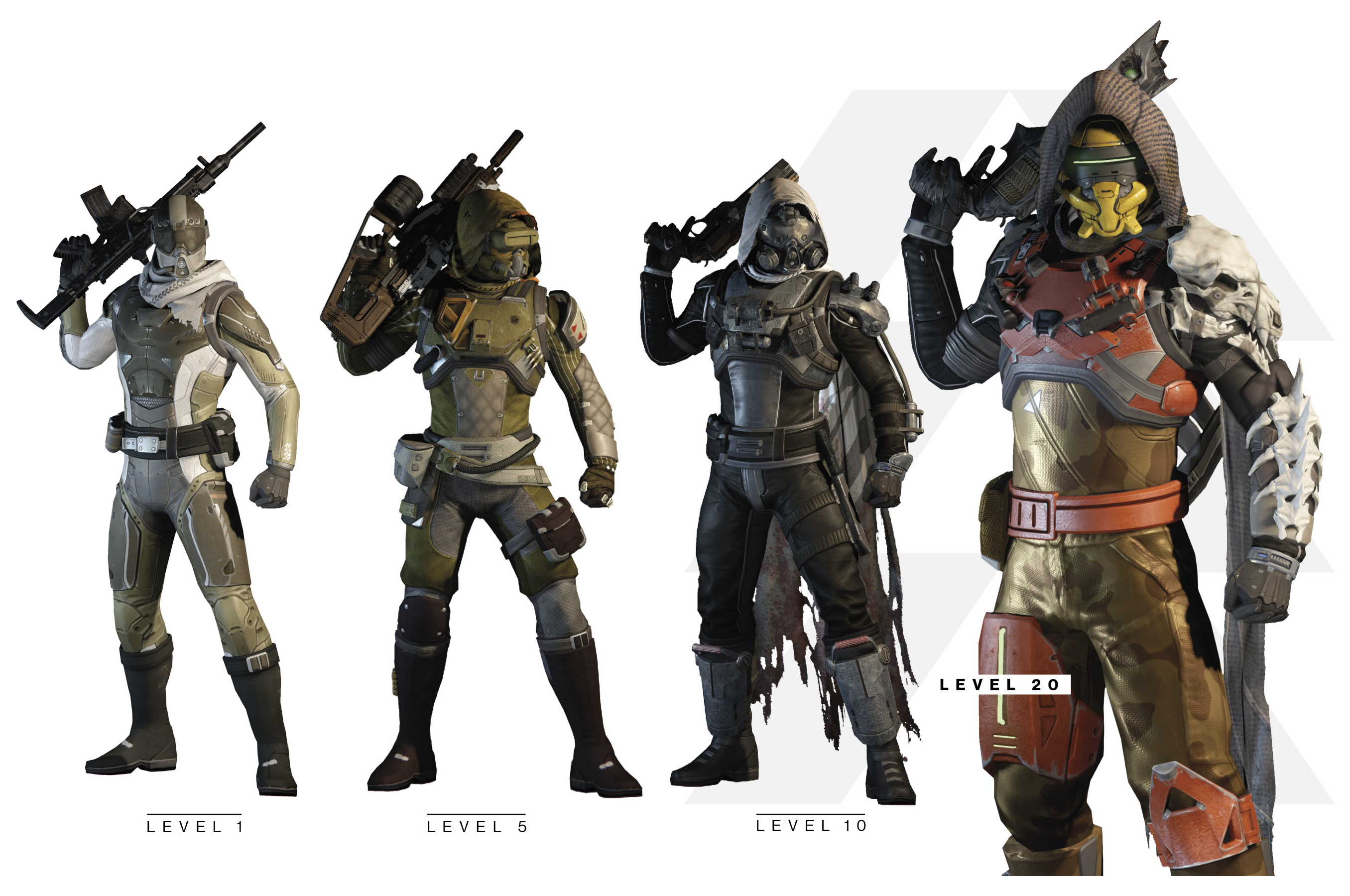
Reduces melee cooldown time.

For the brawlers among you, a high Strength score can give you access to extremely fast full-power melee strikes. This is very powerful in PvP for close-range combat. However, it is riskier in difficult PvE missions, as point-blank range is one of the least safe places to be.

Note that a Bladedancer Hunter has a mod that cuts her melee recharge time down to almost nothing. In that specific case, your points are generally better invested elsewhere for greater returns.

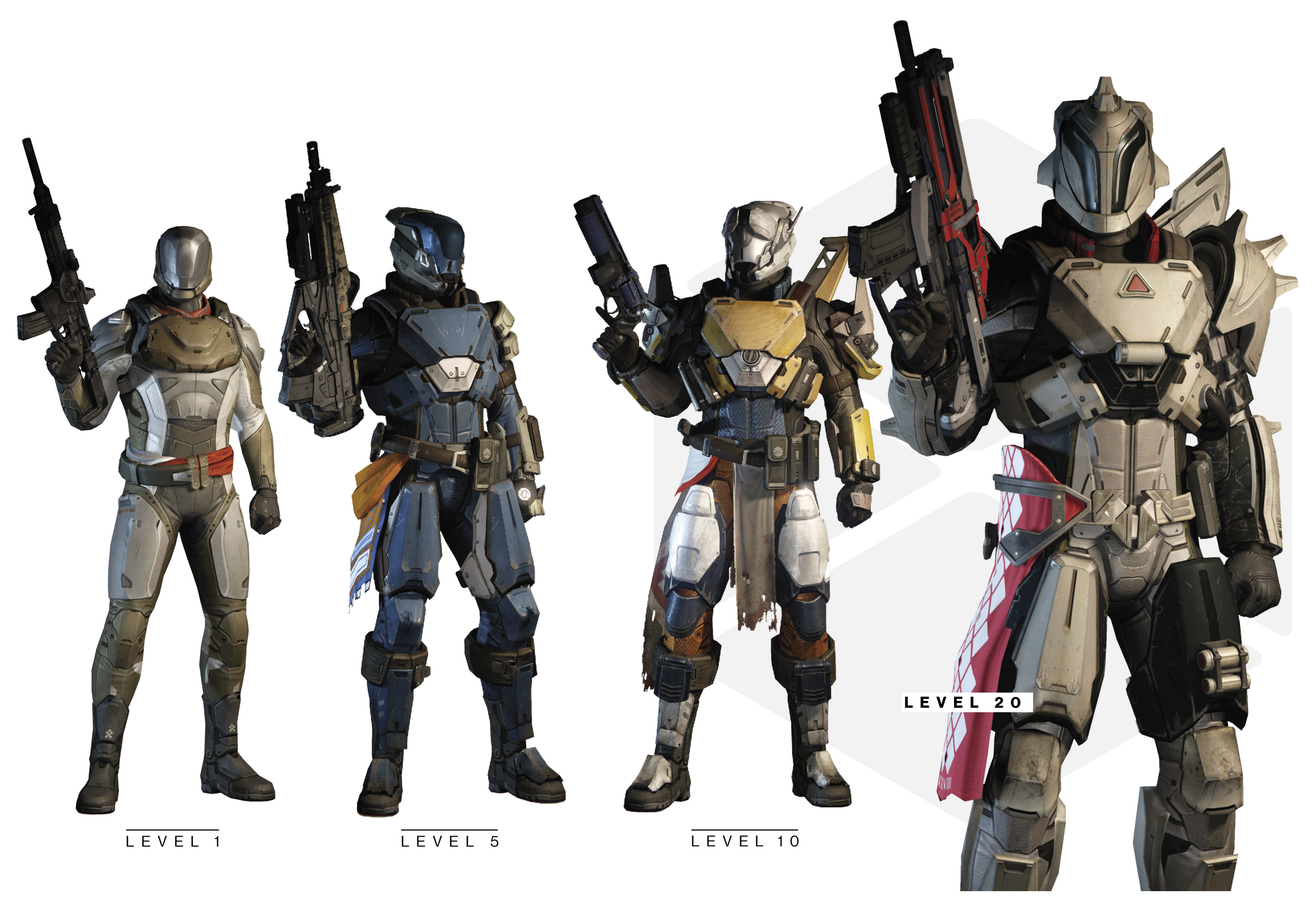
HUNTER ARMOR PROGRESSION

Your progression in Destiny is more than just numbers in the background, of course: you also get to flaunt your style.



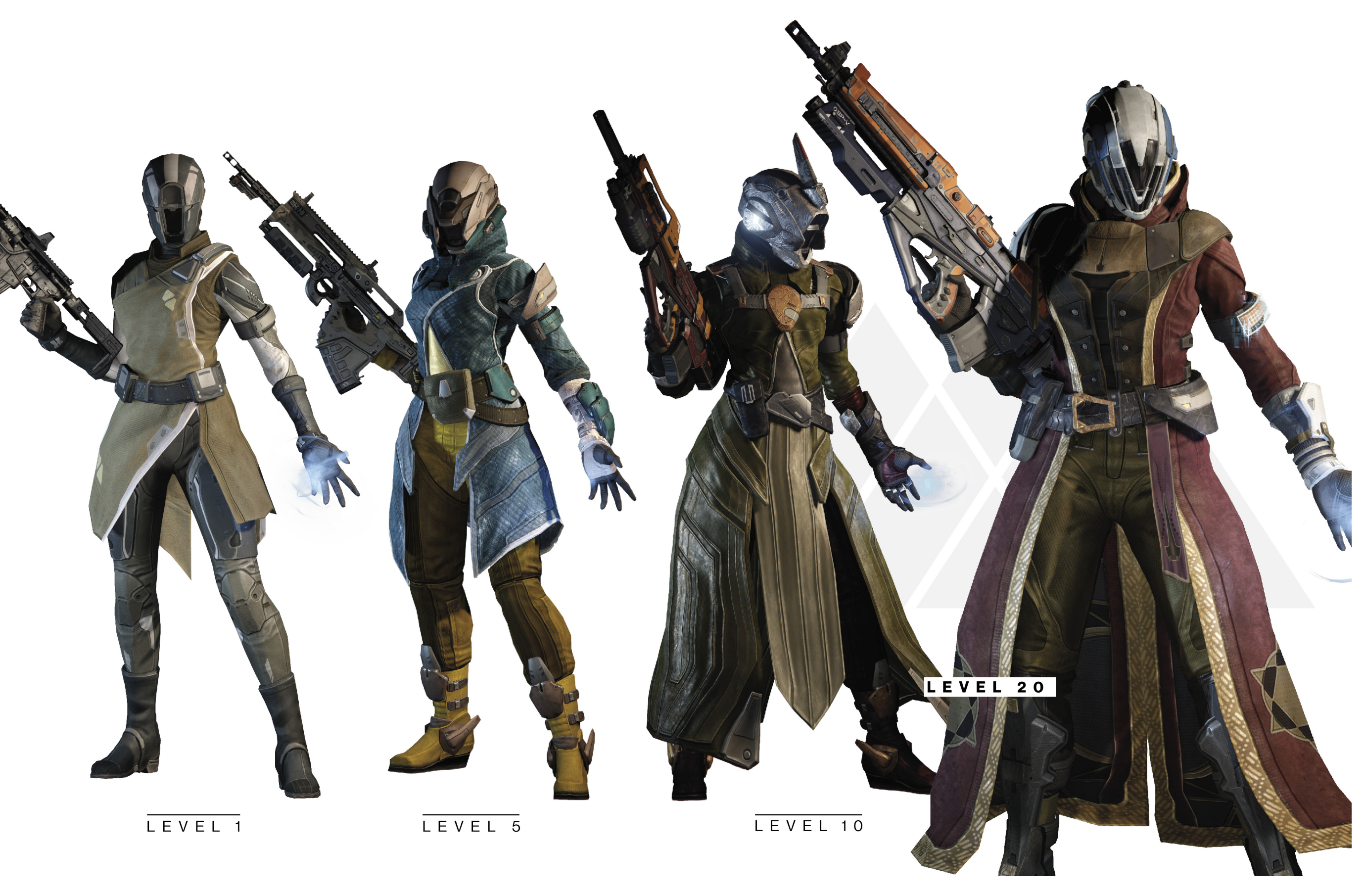
TITAN ARMOR PROGRESSION

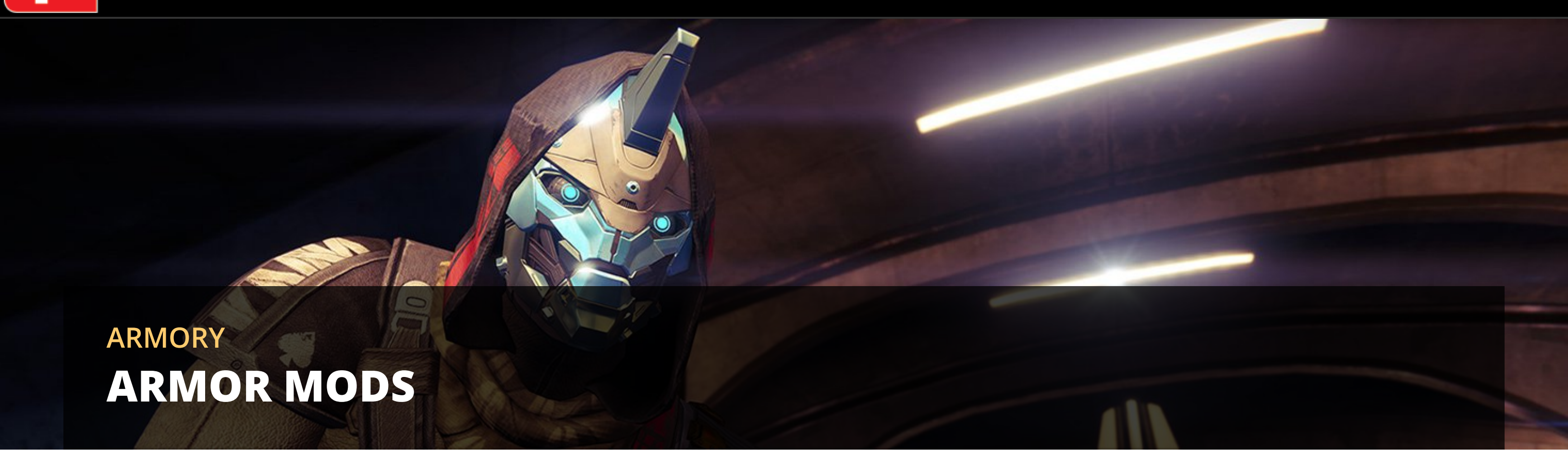
Your progression in Destiny is more than just numbers in the background, of course: you also get to flaunt your style.



WARLOCK ARMOR PROGRESSION

Your progression in Destiny is more than just numbers in the background, of course: you also get to flaunt your style.





ARMOR MODS

Chest armor and **leg armor** have boosted inventory ammo capacity, while **helmets** typically have grenade-boosting modifiers. Gauntlets always have a faster reload mod on them.

Less commonly, you may find mods that improve super charge times or interact with the Orbs of Light that friendly Guardians generate.

Unique Armor Mod Effects Do Not Stack

Just a warning: you can only have one of each different mod type, so if you find a reduced melee recovery piece, a second won't reduce your recovery time further. The same goes for a grenade throwing distance boost or a health from orbs bonus.

The two exceptions to this rule are ammo inventory bonuses and (potentially) reload speed. Reload speed can theoretically stack, but at the moment, you can only find it on one armor slot. Perhaps an Exotic piece down the line will remedy this!

Defense Boosts

All armor also gets access to upgrades that increase the basic Defense stat of the armor piece, similar to the Attack upgrades on weapons.

Grenades

INCREASED GRENADE THROW DISTANCE

A very useful mod in both PvE and PvP, this gives your grenades some extra velocity on the throw, which can significantly increase the distance you can throw them. Remember that grenades inherit your existing momentum, so sprinting and jumping can impart extra range if you're really going for a long bomb.

One quirk: if you do decide to use this mod, you may experience some discomfort switching between armor sets with or without it. Your grenades suddenly being thrown a different distance can completely ruin your aim until you adjust. In general, if you make heavy use of grenades and stack Discipline, this upgrade is just as important as the melee speed armor mod for melee lovers.

BONUS MELEE ENERGY ON GRENADE HIT

For grenade and melee lovers, this mod gives you 3% melee energy back every time you hit an enemy with a grenade. Note that this has an internal cooldown of six seconds, so you can't drop a lingering grenade on a pack of adversaries and instantly fill your melee bar!

This mod is generally a bit more useful in PvE than PvP simply because of enemy density. In most cases, throwing range is more relevant in PvP (though not universally true, like on smaller maps).

Melee

REDUCED MELEE RECOVERY TIME

A vital mod for melee lovers, this mod reduces the time it takes to recover from melee swings by 25%. This makes a huge difference in PvP, and it can also be helpful in PvE if you get swarmed at close range. Note that the recovery time only affects your ability to perform another melee attack; it does not help with getting your gun ready faster after a melee swing.

BONUS GRENADE ENERGY ON MELEE HIT

A flat bonus of 6% grenade energy for a melee hit, this is a nice upgrade for a Discipline/Strength split build or a pure Discipline build where you simply want the absolute fastest possible grenade recharge.

Orbs of Light

Orb armor mods grant you bonuses when you pick up a friendly Orb of Light. This applies to any Orb of Light anywhere in the game, be it PvE, PvP, in a public space with a random player, or in a private Strike area with your Fireteam.

Orb mods are most useful if one or more players in your Fireteam are running Intellect builds. An organized group that coordinates super usage can benefit greatly from using these mods in difficult missions. These mods are generally a bit less useful if you solo often or don't play with heavily coordinated groups. In those situations, you may find that you get more benefit from other armor upgrades.

HEALTH REGEN ON PICKUP

This mod gives you a small 10 health boost immediately and allows health regen to continue for 1.5 seconds even if you are taking damage. This is a very powerful mod with a coordinated team—you can turn idle orbs on the battlefield into emergency health restore pickups.

BONUS GRENADE ENERGY ON PICKUP

A flat 6% grenade energy boost for each orb you pick up. To get the most benefit from this mod, lob a grenade just before you dive into a pool of orbs.

BONUS MELEE ENERGY ON PICKUP

Identical to the grenade mod, this is a flat 6% melee energy boost for each orb you pick up. If you are purely melee-focused, you can add this to the grenade and melee mods to have the absolutely maximum possible number of melee boosts on your armor. Otherwise, consider using one of the other two orb mods, as they are typically more useful in a wider range of situations.

Super

GAIN SUPER ENERGY WHEN KILLING AI COMBATANTS

This boost gives you 5% more super energy on top of what you would normally get for killing any enemy during a mission. Note that this mod does not apply to opponents in PvP.

Keep a piece of this gear around for PvE, but swap it to the second grenade-specific super armor mod for PvP, or a different armor mod entirely.

GAIN SUPER ENERGY FOR KILLING ANY ENEMY WITH GRENADES

This mod gives 7% more super energy on top of the base bonus for killing any enemy with a grenade. If your build is grenade-focused, or (even better) if you've split between Discipline and Intellect, this is a perfect mod to add to your suite.

Weapon

FASTER RELOAD SPEED

+10 Reload.

Specific to gauntlets, this mod boosts your Reload stat with one class of weapon (typically a primary weapon on most armor). It is possible to find gauntlets that boost specific special or heavy weapons, or even ones that boost Reload for an entire weapon class rather than a specific weapon.

When configuring an entire armor and weapon loadout, keep an eye on the reload mods available for your weapons. You may or may not need the added bonus from your gauntlets, or you can shift it to a different weapon class.

BONUS INVENTORY AMMO

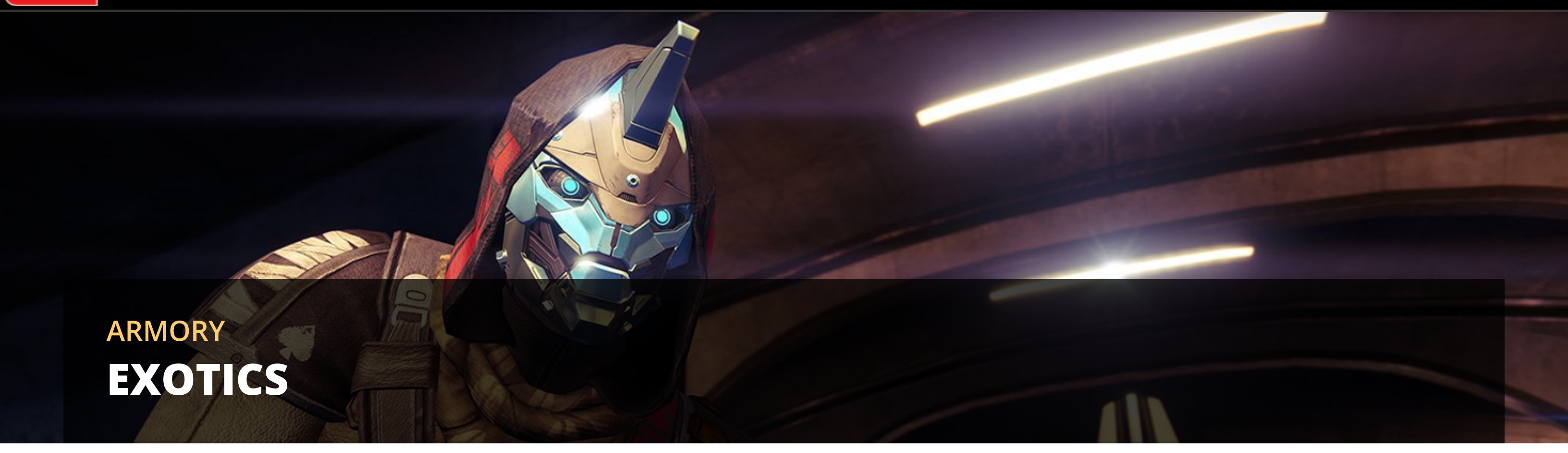
Found on chest armor and leg armor, these mods grant you more backpack ammunition, ideal for lengthy and difficult missions. Similar to reload armor mods, these bonuses come in a variety of forms. You can find bonus ammo for a specific weapon, or you can more rarely find mods that boost the ammo capacity for an entire weapon class.

The amount gained varies depending on the type of weapon. For example, you get more of a bonus to a primary weapon than a rocket launcher.

CLASS ARMOR

There is one final piece of Class-specific armor: Class Armor is purely cosmetic, with one exception. Acquiring a piece of Class Armor from a specific Faction in the game allows you to represent that Faction on the battlefield. This gives you a means of earning New Monarchy, Dead Orbit, or Future War Cult reputation while you complete activities.

Keep in mind that PvE activities normally earn you Vanguard reputation, but equipping yourself with one specific Faction's Class Armor changes your rep gain to that Faction instead.



ARMORY

EXOTICS

There is a class of equipment beyond Legendary. Powerful and rare, they are known as Exotics. Scattered throughout the world of Destiny, these mighty relics offer abilities not found on any other equipment, with completely unique effects on both armor and weapons. Some effects on armor are specific to certain Classes and even to specializations.

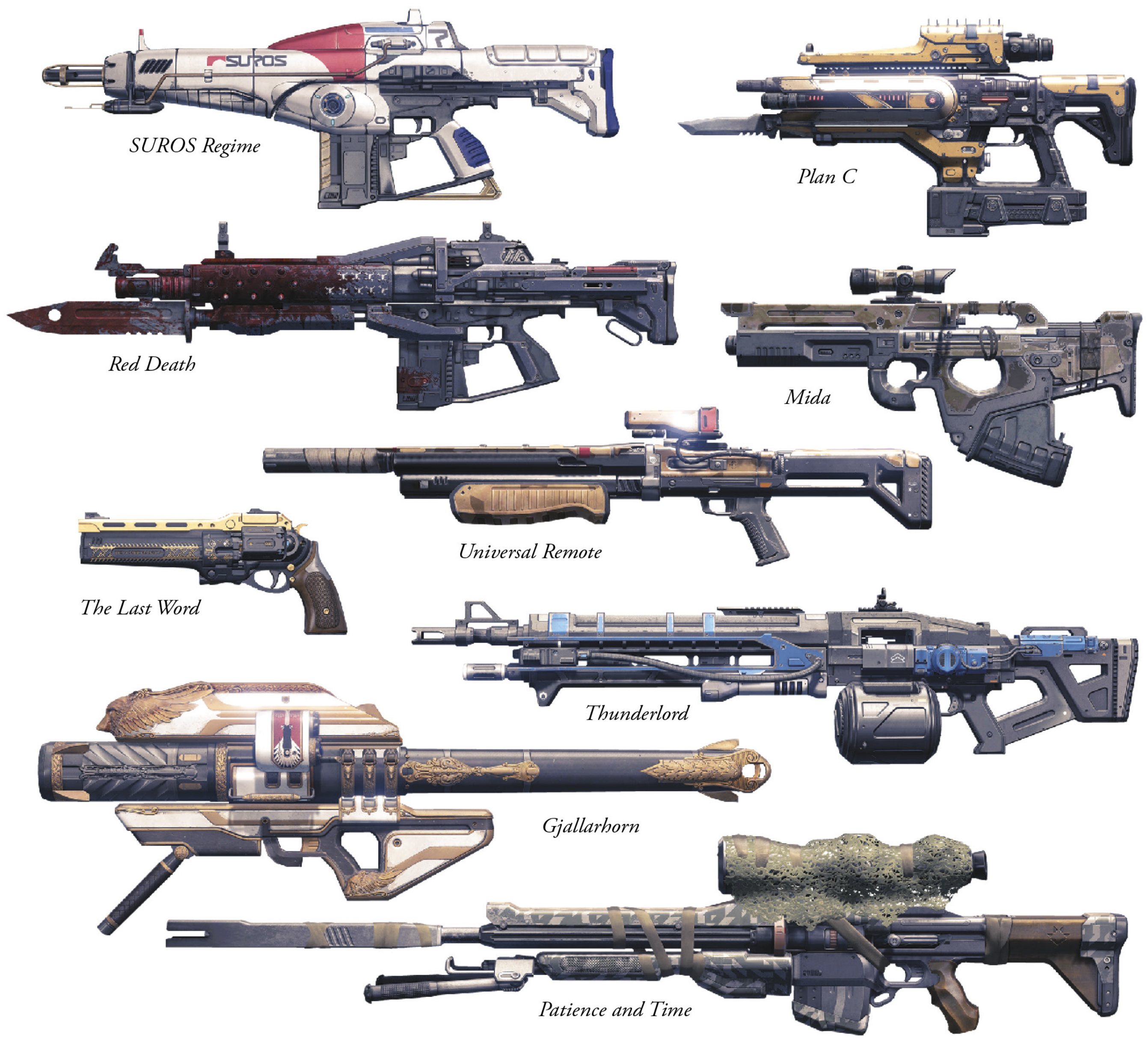
You can find an Exotic via several different ways, but the important thing to know is that you can potentially find one almost anywhere in the game. You can earn Exotic Engrams from completing high-level Strikes, from PvP, from Raids, or from Faction reputation rewards.

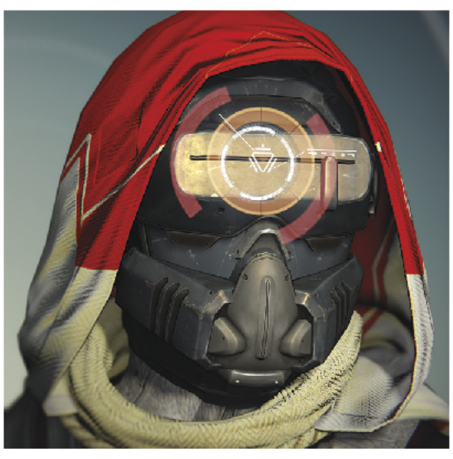
You can buy some Exotics with Strange Coins, and you might even be lucky enough to stumble across an Exotic bounty, with a lengthy list of challenging tasks that you must complete to earn a guaranteed Exotic at the end.

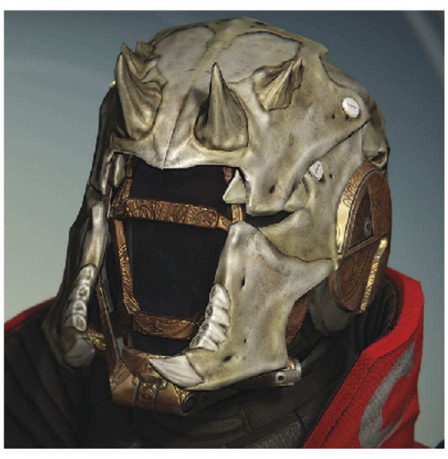
Exotic abilities can prove to be the "capper" on a build, with an entire set of Class abilities, armor stats and upgrades, and weapons and their mods all working together to make you even more dangerous on the battlefield.

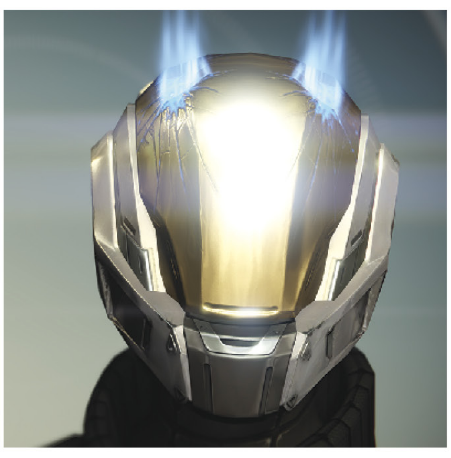
Exotic Limits

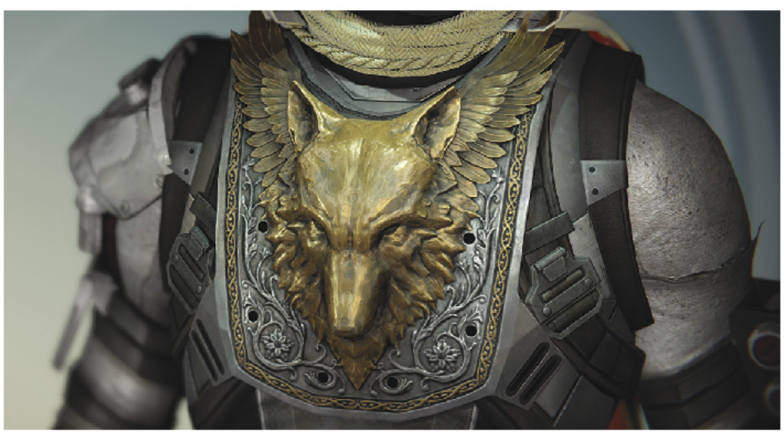
You can only equip one Exotic weapon and one piece of Exotic armor. Choose wisely!

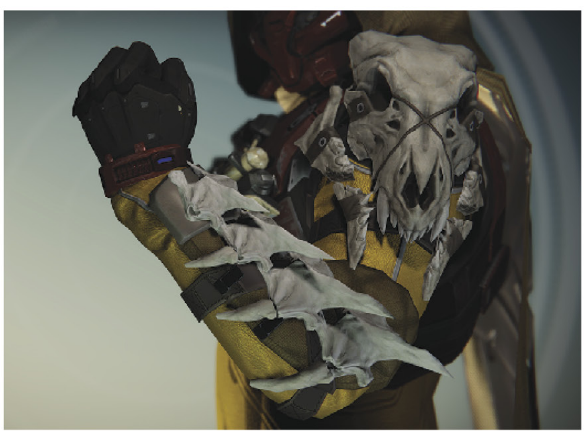


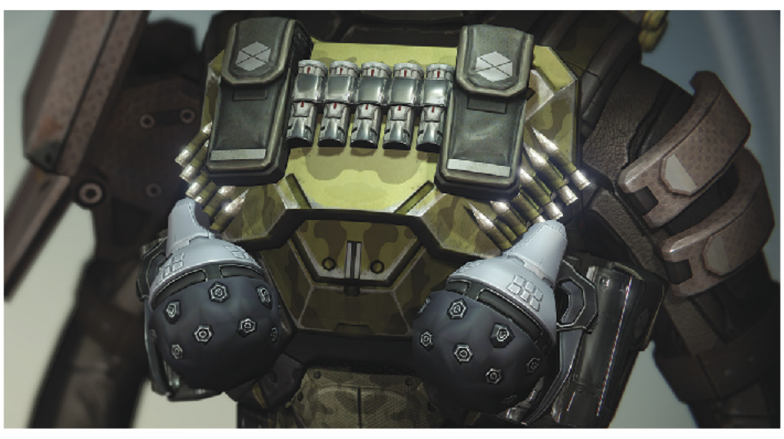


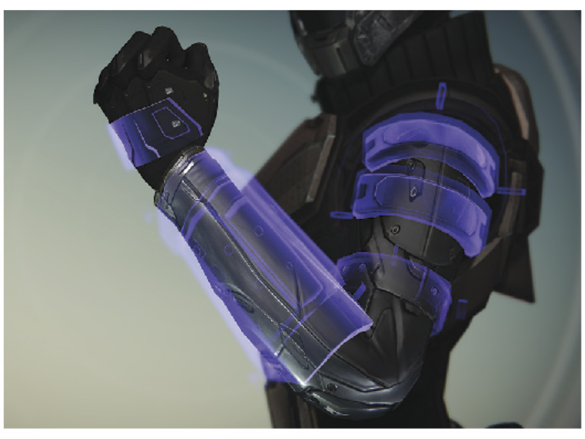


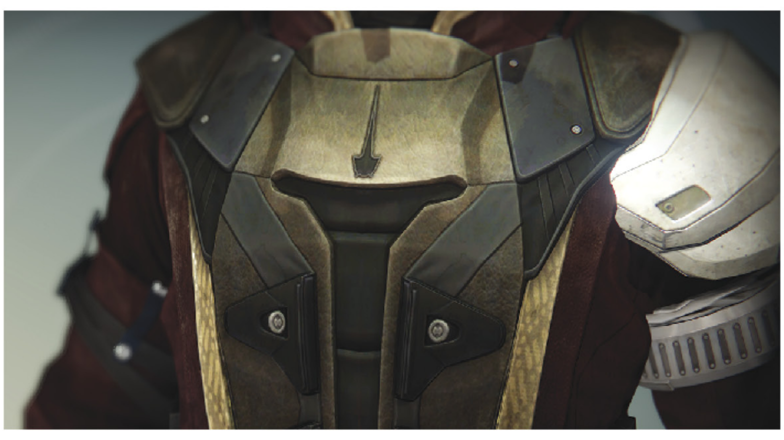


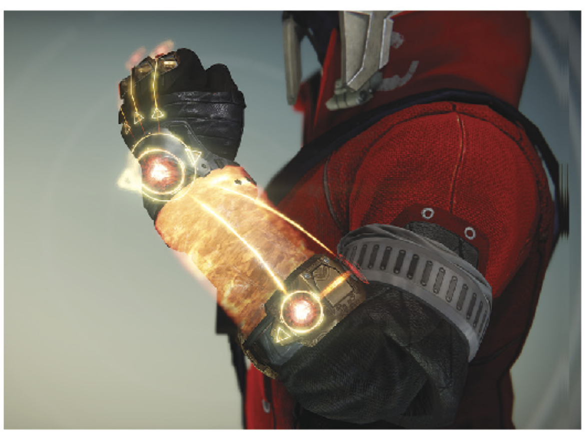








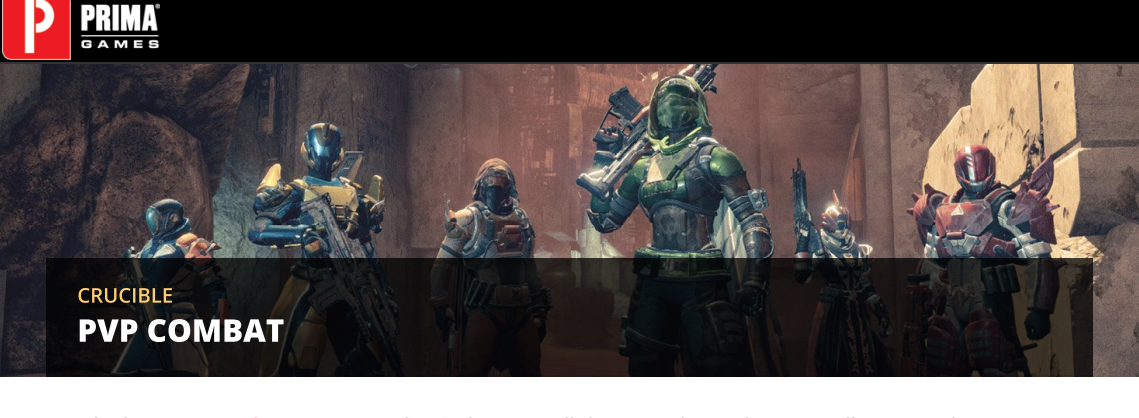




CRUCIBLE

OVERVIEW

To burn away your impurities, to strengthen you, to arm you with the skills to conquer the Darkness. This is the true purpose of the Crucible. Live fire contests against your fellow Guardians test you to your utmost limits, you must become smarter, faster, and more dangerous than any foe of humanity you face upon the battlefield. This chapter is meant to introduce you to organized PvP against other Guardians. Train, learn, and become a better player.



CRUCIBLE

PVP COMBAT

The basics of combat in PvP are identical to PvE; all the controls are the same, all of your Class abilities and weapons work the same, and all of your mods are functional. However, certain considerations change when you are facing other players, the smartest and most dangerous opponents you can battle in Destiny.

THE SINGLE MOST IMPORTANT PVP TIP

Never fight alone.

Don't fight fair. 2v1 combat is what you want, every single time.

PvP in Destiny is very teamwork-oriented, and the most reliable way to triumph in a firefight is having a teammate at your back.

The only caveat is that you don't want to fight so close to each other that you become vulnerable to grenades, supers, or rockets. Otherwise, mutually supporting lines of fire and coverage of routes is vital to success in Crucible.

You don't even need to be in an organized Fireteam to use such team play, either. You can just loosely follow teammates using the Motion Tracker. As long as you're nearby when a fight erupts, you can tip the balance.

OKAY, THAT WAS A LIE

There is one other piece of advice that is more important: practice.

There is nothing you can read in this book or watch online that will make you an amazing PvP player overnight. The best players become the best through hard work and time.

However, know that you can improve more quickly if you pay attention while you play. The difference between good and great players tends to come down less to stick skill and raw aim than it does to what's going on in their heads.

Great players are always thinking one step ahead, have vastly superior situational awareness, and play consistently well under pressure.

These are absolutely learnable skills, and you can learn them more quickly if you focus on improving them while you play.If there's any trap you can fall into that will stunt your growth, it's blaming the other guy for your failures.

When you lose a firefight, don't blame your opponent's weapon (or your own). Take a minute to step back and examine the situation.

- Were you in a 2v1 situation (or worse)?
- Did your opponent have a terrain advantage?
- Did your opponent have heavy ammo or a vehicle?
- Did they have a super charged?
- Did a grenade hit you?
- Were you already injured?
- Did your opponent ambush you, and you didn't see or hear them coming?
- Did they have the proper weapon in hand for the distance you engaged them at?
- Did you have the wrong weapon?
- Did you misjudge your opponent's health when you went for a finishing melee attack?
- Was your opponent difficult to hit?
- Were you moving while you were fighting?
- Did you miss multiple headshots?
- Did you miss completely several times?

If you're consistently dying in a certain part of a specific map repeatedly, avoid it! Learn the dangerous locations, and bypass them (or be the one aiming at them from a safer location).

Note that out of that entire list, your actual aim is only one small part of the whole combat scenario.

A fight can be won or lost before the first shot is fired. If you sneak up behind someone, it doesn't matter if they have twice the aim you do; odds are that you're still going to win that engagement.

If you consistently engage in 2v1s and fight with your teammates, even if you do go down, your teammate can finish off your opponent, keeping the score even, or possibly in your team's favor due to score bonuses!

But if your snap reaction is to blame your opponent's obviously superior weapon/Class/spec/armor/online connection, you're shifting any fault from your own actions and refusing to consider any mistakes you might have made. Mistakes you can learn from!

You can't control how your opponents play, but you absolutely control everything about how you play. Even if your aim is poor, if you excel at positioning, situational awareness, and teamwork, you can learn to dictate the terms of an engagement, and you can be a tremendous asset to your team.

The lesson is a simple one: think about what you're doing as you play. You can learn a lot from a single death if you take a few seconds to review what caused it. Such lessons learned accumulate over time, and eventually, they become ingrained in your playstyle and habits.

You expose yourself less, avoid dangerous lines of sight, and support your teammates instinctively. You have a good feel for the position of your team and the enemy team at all times.

You use your grenades, your jumps, your melee, all of your weapons, your super, every tool at your disposal.

You are difficult to surprise, quick on the trigger, already aimed at an opponent's head as they round the corner, always equipped with the correct weapon, and aware of when to push aggressively and when to fall back.

There's no need to take PvP incredibly seriously and treat every match and every death like an Olympic training regimen with hidden meaning. You should be playing Crucible matches because you enjoy PvP!

But if you are interested in pushing yourself and seeing how good you can get, practice, and practice intelligently. Two players who invest the same amount of time in Destiny can end up at very different skill levels depending on how they approach the learning process.

Have fun out there, play matches with your friends, and enjoy yourself.

LOADOUTS

In PvP, your equipment all functions the same, with a few caveats.

First, in normal Crucible matches, Level, Attack, and Defense stats do not matter. All weapons deal the same base damage based on their archetype. However, in matches where Level Advantages are enabled, those stats do matter, though they have less of a total impact than they do in PvE. That is, being quite a few levels below enemies in PvE makes combat impossible, but this is not the case in matches where Level Advantages are enabled. Otherwise, all of your weapon and armor mods function normally. This doesn't mean that every mod is equally useful in PvP, mind you, only that they still behave the same.

As you gain experience with PvP and with the various mod combinations you can create from your equipment, you will gradually develop a feel for which mods you prefer on PvP-focused gear, and which ones you prefer for PvE.

Make use of your Vault, and store sets of PvP-specific equipment (or PvE, if you spend the bulk of your time in the Crucible).

It's a bit of a hassle to switch full sets of gear every time you jump in or out of a PvP match, so you may only want to "suit up" if you're going to be playing an extended Crucible session with some friends in a Fireteam.

If you're competing in a special PvP event like Iron Banner, do take the time to gear up for it specifically.

And, of course, remember that you can swap around gear during a match if necessary. This is particularly relevant for changing weapons if you find that you need a different weapon setup to handle your opponents.

> ### Exceptions to the Rule
>
> There are a few mods that do not function in PvP.
>
> The Armor mod that is "gain super energy for killing an enemy" only applies to targets in PvE.
>
> Similarly, there are a few rare and unique mods that only apply to very specific enemies in PvE.

UI NOTES

The user interface is identical in PvP, but the Motion Tracker becomes much more important in PvP. You must learn how to read it quickly and accurately without becoming so focused on it that you lose firefights.

Spend time exploring each of the maps in the Crucible. As you learn their layouts, your ability to use the Motion Tracker will improve because you will know the possible positions that adversaries can occupy. Remember that the Motion Tracker's inner circle represents 8 meters, the wedges extend to 23 meters, and the outer ring represents 24 or more meters.

Enemy Highlighting

To aid in the recognition of enemy players, any hostile that you target with your crosshair briefly flares red.

Nameplates

Enemy players have their health bars appear over their heads when you target them.

This effect is basically instant if you are aiming down the sights (ADS) and aiming directly at a target in a clear line of sight. However, the nameplate appearance can be delayed slightly if you are only looking in the general direction of an enemy at long range and you're aiming from the hip.

During a match name plates of other player will be highlighted in yellow if their super is ready. So watch out for enemies with highlighted name plates, and stay near teammates with highlighted nameplates.

Motion Tracker

It should be noted that crouching will cause players to appear on enemy radar at a decreased frequency. This can be a great way to get the drop on opponents in PvP.

If the motion tracker section is full red an enemy is on your level. If the motion tracker section is outlined in red but not full red the enemy is either above or below your location.

> ### Important! Enemy Health in PvP
>
> While you can always see enemy health bars in PvP, what you cannot see is how much health they have. This can vary, as you have no way of knowing if your target has specialized in Armor or not.
>
> As a general rule of thumb, however, you can expect Titans to have the most health. In all cases, never stop shooting until your target is eliminated!

CLASS STATS

Class stats function the same in PvP as they do in PvE, but their importance is a bit different.

Agility

Speed is life in PvP, so Agility is always helpful.

It gets you to key objectives faster and lets you move into position or to a vehicle at the start of a match more quickly.

You can use your speed to disengage from fights more swiftly, and your superior jump speed and height can give you more mobility for rapid map traversal.

Speed also gives you an edge in Motion Tracker combat. If you can move more quickly than an enemy is expecting, you can sometimes pull off a flank even if they know you are coming. This is especially true for cloaked Bladedancers with their inherent Motion Tracker suppression.

Speed also helps you evade long-range fire. A max Agility Hunter sprinting and sliding is a very difficult target to pick off from a distance.

In a heads up firefight, Agility provides a small benefit, though typically not as consistently as Armor.

Armor

More Armor gives you the edge in heads-up firefights.

If you're going to be engaging in face-to-face combat with Primary Weapons frequently, high Armor can ensure that you emerge victorious more often.

You might come out with a sliver of health left, but if you're still standing, that's all that matters.

High Armor is typically a Titan specialty, but any Class that maximizes Armor is going to have an easier time in 1v1 firefights. A max Armor Titan is perfect for breaking a lock on an objective or key location.

Recovery

Recovery is a bit of a dark horse stat in PvP. At first glance, it seems weaker than Agility or Armor. It doesn't help your mobility, and it won't save you in a 1v1 firefight, so what good is it?

Quite a bit, as it turns out. Recovery does two things for restoring your health: it reduces the stun time before your health regenerates, and it speeds the rate of recovery.

This means that a high Recovery value has a much more significant effect on your downtime between or during fights than you might expect.

A Warlock with maxed Recovery can duck away from an engagement, wait for regen to begin, and then re-engage immediately, certain that they have gained a health edge over their opponent.

This is particularly nasty when combined with burning damage, a specialty of the Sunsinger. A grenade-spamming Voidwalker is no slouch in indirect combat, either.

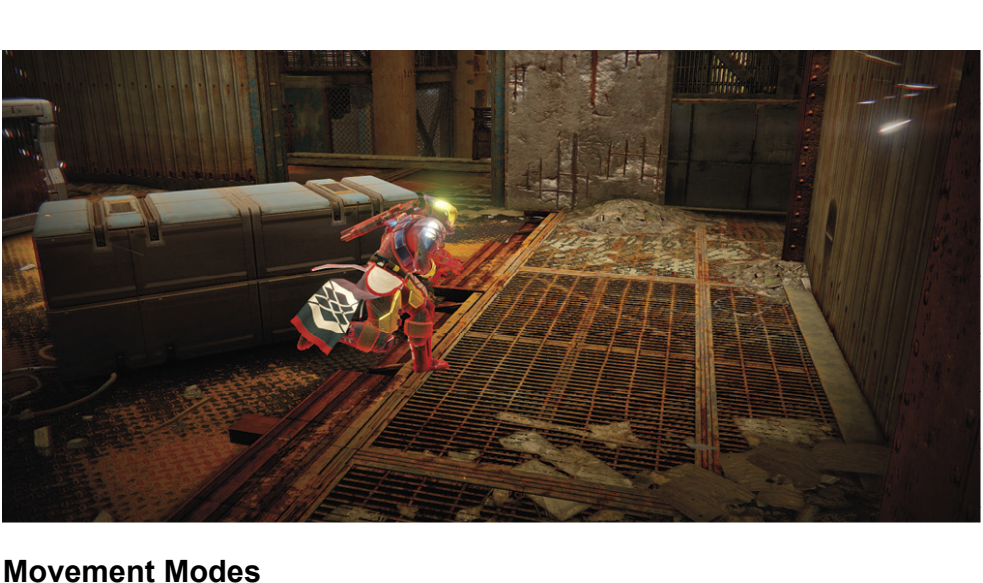
Good Recovery also reduces the number of times that you get "mopped up" by another hostile after you finish a fight. A few seconds shaved off your regen time can get you to full health before you get attacked, and almost always before you hunt down another player.

MOVEMENT IN PVP

Movement is crucial in PvE, and it is even more important in PvP.

How well you move in combat determines how easy you are to hit, and how well you move out of combat affects how quickly and safely you can traverse a map.

Learning how to move through a level also gradually improves your ability to monitor common routes, avoid dangerous hot spots, and make use of good cover and strong sightlines.



Movement Modes

Be careful with Glide and Lift in PvP; remember that both can be cancelled by tapping Jump again. Long hangtime in PvP is a bad idea.

The Hunters' Double Jump is unique because it allows for mid-air evasion. You can adjust the height of each jump and how long you delay the second (or third), which serves to break up your movement to a much greater degree than the smooth levitation of Glide or Lift.

Blink, which is exclusive to the Voidwalker and Bladedancer, is a very powerful movement mode in PvP. Unfortunately, it is also the hardest to use.

Blink has a cooldown, so you cannot use it more than twice every 10 seconds or so. If you are caught without your Blink, you can get yourself trapped.

Blink is also trickier to traverse levels with, and it can be disorienting to use.

But with all that in mind, Blink is also the only instant movement ability. This gives it significant power for escaping combat, closing distance, and ambushing or confusing enemies in a skirmish.

Crouching

Crouching conceals your Motion Tracker signature, slowing the pulses that make you appear on other players' HUDs as a red blip.

If carefully timed and positioned, crouching allows you to ambush overly aggressive adversaries, and it can aid in defending objective areas.

Be careful with crouching: if you are spotted, your head makes a nice easy target.

Sliding

Sliding is very useful in PvP, both for the sudden burst of speed (ideal for shoving a shotgun into an enemy's face) and for breaking up your silhouette at a distance.

A player lining up a long-range sniper headshot will whiff completely if you slide before they fire. In situations where you know (or suspect) that you are being tracked, using a slide when you sprint through the open between cover can save your life.

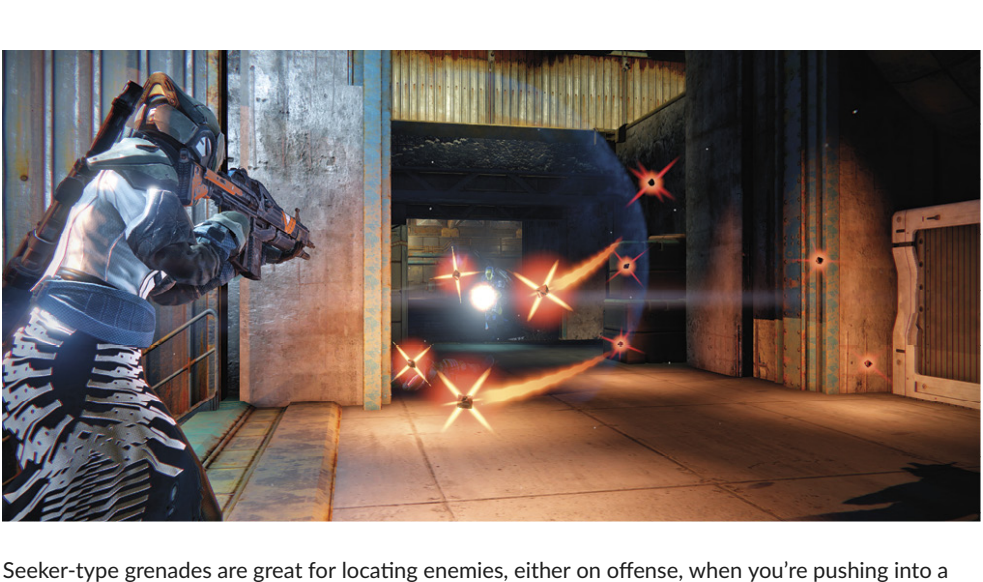
It is possible to transition from a slide to a cover lean or immediately into a sprint.

Slide to cover and aim down sights (ADS) to look over it, or slide and then tap sprint as you finish the slide to begin sprinting immediately as the slide completes.

A Bladedancer talent and a mod found on weapons can increase your slide distance (though they do not stack their effects if you have both). The extra distance is excellent for both speedy evasive mobility and shotgun and melee rushing.

GRENADES

Grenades are useful as zoning tools to force your opponents away from a position. You can use them to block hallways or objective points, cover an escape, or force a target to move out of cover.



Seeker-type grenades are great for locating enemies, either on offense, when you're pushing into a space where you suspect an adversary is hiding, or on defense, when you want to locate exactly where an incoming target is.

Persistent grenades are perfect for blocking chokepoints or objectives; talents that affect them can be very useful.

Blast grenades often provide the most raw burst damage, since persistent grenades can be avoided and seeker grenades rarely deal heavy damage.

Sticky grenades are usually a bit tougher to use than other grenade types, but a stick is almost always a kill.

Special mention also goes to the Flashbang, Suppressor, and Tripmine grenades, as well as the Sunsinger Warlock.

The first two grenades are Titan-specific and have really nasty debuff effects on opponents. Blinding or shutting down enemy powers is strong in PvP.

The Gunslinger's Tripmine is unique as a trap grenade, and it is very powerful for defending an area… or camping with a sniper rifle (no judgment here).

The Sunsinger is particularly noteworthy when it comes to grenades, because this spec can be built to ignite your foes. Burning damage plus grenade spam from a Radiance and Discipline/Intellect build can be very dangerous.

MELEE

Melee is extremely important in PvP. You must develop the instinct for when to move in for a melee kill, and when to back off or jump to avoid someone charging you.

Two hits can kill an adversary, and any gunfire plus a melee strike is almost always fatal as long as you get in sufficient damage before striking. When you are engaged in close to medium-range fights, these are often the situations where you need to decide if you're going to go for a melee kill.

If you ambush an enemy from the flank or rear, melee gives you an easy means of taking them down fast, and you can use the opportunity to trigger talents that activate from melee kills.

Melee combat is dangerous. You're at risk from shotguns and fusion rifles, auto rifles are at their most efficient, and enemy melee strikes and grenades can take you down quickly.

But used properly, melee strikes can end a fight swiftly, leaving you with more health and activating a variety of talents and mods that trigger on kills and melee kills.

SUPER MOVES

Supers are incredibly powerful in PvP, and using yours well can be a huge asset to your team (and your score).

In general, burning your super to maintain control is the best way to use it. If you have a good position as a team or while solo, you can use your super to maintain your lock on good terrain or near an objective.

Supers also work well as siege breakers. If the enemy team is heavily defending an area, they are at risk of being multi-killed by any of the offensive supers.

The Titans' Ward of Dawn bears special mention as the only outright defensive super in the game. It allows you to create cover from nowhere and is particularly powerful in wide-open areas that have long sightlines. In fact, the Ward can completely protect you and your teammates from distant enemies.

WEAPON USAGE

Every weapon suits a specific role in PvP, and while most of them are obvious, they bear repeating. All of these notes assume roughly evenly skilled opponents. If you're considerably more skilled, you can get away with using a weapon "improperly," but in situations where your target is just as good as you, the player with the best weapon for the job tends to win the fight.

Primaries

Auto Rifles: Best at shorter distances where you can empty a magazine into an opponent's head with good accuracy. Out to medium range, with sufficient Stability, you can still take down your foes quickly. You can still kill enemies at longer range with a high Stability auto rifle, but you're not going to reliably win fights against scout rifles or sniper rifles.

Pulse Rifles: Better at medium distances. They can't compete with auto rifles' kill time up close (unless you're meticulous with headshots), and missing any shots in a burst puts you at a disadvantage at longer ranges. However, if you get a good pulse rifle with solid Stability, you can drill foes at a distance where the auto rifle begins to fall off and the scout rifle can't quite keep up in damage output.

Scout Rifles: Best at medium to long range. Fights against pulse rifles can be fairly easy or very tight depending on distance and headshot accuracy, but you're not going to have a great time at short range against auto rifles.

Hand Cannons: The toughest Primary Weapon to use, hand cannons deal significantly more damage per shot than auto and pulse rifles and slightly more than scout rifles, but they are much less forgiving of missed shots.

With high damage per shot, they are ideal as close-medium to medium-range "snipers." You can easily finish off wounded adversaries, or you can rapidly tip the scales in a teammate's favor by landing just one or two shots.

Primary Notes

Choosing your Primary Weapon generally comes down to your personal preference (what you're best with), your strongest available weapons, and the map and mode you're playing on.

On larger maps or maps with longer sightlines, favor the longer-range options, and vice versa if they call for a lot of close-quarters combat (CQC).

Remember that you can always back up a scout or pulse rifle with a shotgun or quick-charging fusion rifle, and a sniper rifle can fill the gap for an auto rifle or a pulse rifle with poor Stability.

Specials

Two of the secondaries are very straightforward. Take a **shotgun**, and use it in tight spaces. If you want long-range firepower, bring a **sniper rifle**.

> ### Sniper Scopes
>
> Don't forget that while a sniper rifle is ADS, it projects a gleaming laser light that any other player can see. Don't sit stationary in ADS for long periods of time; you become an easy target.

The **fusion rifle** is the oddball, as it lacks the instant trigger-pull lethality of the shotgun and certainly cannot compete at long range with a sniper rifle. However, the fusion rifle can deal one-shot kills at longer range than shotguns, and it is particularly strong at finishing a weakened enemy in one blast.

If you have a situation where you can back off behind cover for a moment during a fight and switch to a fusion rifle, you can often charge it and finish the skirmish the instant you emerge from cover.

The fusion rifle is also powerful in a situation where you can ambush an enemy who is fighting someone else. One accurate shot can end the fight faster than your Primary and at a longer range than a shotgun.

Even a glancing hit with the majority of the blast can be enough for your teammate to finish off the wounded opponent. Remember that fusion rifles deal less damage the faster they charge, so if you want greater one-shot kill potential, you must deal with a slower charge time.

Special Notes

Except for the fusion rifle, Special Weapons don't have many quirks: the shotgun and sniper rifle behave exactly as you would expect.

Respect the danger that shotguns and sniper rifles present, and practice with the fusion rifle. Its unique characteristics can make it a very powerful short-range weapon if used well.

Heavy

Machineguns: With very strong sustained damage, a machinegun can potentially score you more kills than the rocket launcher from a single pack of heavy ammo. However, machineguns lack the instant explosive finality of a rocket.

If you are confident in your map knowledge and aim, the machinegun is a good choice, as no Primary Weapon can compete with the machinegun. Special Weapons have a chance if they can engage you from the correct distance or ambush you—don't let them.

> ### Share That Ammo!
>
> Don't forget that all friendly players within 20 yards cause an additional ammo pack to spawn when you loot an ammo crate, and this also applies to heavy ammo.
>
> Whenever possible, coordinate with your Fireteam, and share the heavy ammo for your whole team.

Rocket Launchers: Ideal for instantly clearing an objective area, and devastating for wiping out clumped adversaries or clearing a confused firefight.

In an organized Fireteam, several players should always bring rockets, as their easy-to-use lethality is vital for swinging engagements in PvP.

Heavy Notes

Heavy ammo is a vital resource in PvP: it spawns periodically, it has a randomized delay before it appears, and everyone in the match gets a warning announcement 10 seconds before it appears.

Be sure to lock down at least one of the heavy ammo spawns for your team. If you can secure both, you can deal significant damage to your opponents.

Dying with heavy ammo in your pack causes you to drop a heavy ammo box, but the ammo amount is cut in half. If the amount remaining is too low, no ammo box is dropped at all.

Don't throw your life away if you have heavy ammo—use it!

Both Heavy Weapons are strong against vehicles. If you're playing on a map with vehicles, always remember that you can destroy them quickly with machinegun fire or rockets.

REVIVING

Reviving other players in Skirmish and Salvage is critical. This gives your team more points (easing some of the loss from the death) and keeps your Fireteam together in one area rather than dealing with a random respawn location. Just be careful about going for a revive if you know enemies are nearby; you don't want to give up multiple kills for free.

Also, keep in mind that you can revive from a decent distance away from a downed Guardian's Ghost marker. If you are behind cover, you may be able to revive a teammate without nearby foes spotting you.

> ### Revive Shields
>
> Reviving an ally rewards a shield for you and the beneficiary. Depending on the timing, it's even possible for the revived ally to survive an incoming super attack!

CRUCIBLE MARKS

You earn your weekly PvP currency by winning or losing any PvP match, so even if you don't think you are skilled in PvP, join some friends and play some matches.

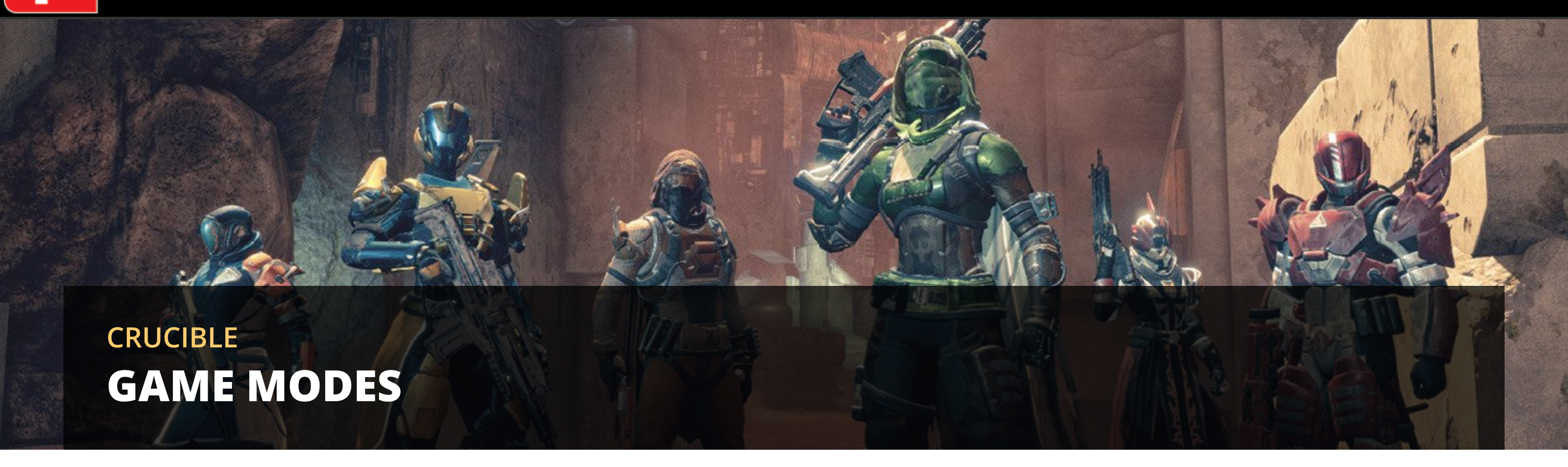
Have some faith in Bungie's matchmaking! It does its best to place you in matches with similarly skilled players. If you play consistently for a few days, the system has time to properly evaluate you and start matching you with other players right around your skill level.

The equipment you can purchase with Crucible Marks is just as powerful and useful as that acquired with Vanguard Marks.

Also, if you can cap both weekly, you can speed up your rate of Legendary equipment acquisition significantly.

If you really don't enjoy PvP, look into the Material trade-in vendors in the Tower who will give you Marks for Materials.

Don't ever feel that you are forced to PvP (or PvE, for that matter). There are always other activities with powerful rewards, no matter what you prefer.



SCORING

Note that “Zone Captured” applies to both Control and Salvage.

Action	Description	Score
Kill	Kill an opponent	+100

Action	Description	Score
Assist	Assist a teammate	+50
Crossfire	“Assist” an enemy (FFA)	+25
Support	An ally buffed with your Radiance or Ward kills an enemy	+15
First Place Kill	Kill the top scoring player in the match (minimum score 1000)	+50
Headshot	Kill an enemy with a precision shot	+10
Melee	Kill an enemy with a melee attack	+10
Grenade	Kill an enemy with a grenade	+10
Throwing Knife	Kill an enemy with the throwing knife	+10
Heavy	Kill an enemy with a heavy weapon	+15
Super	Kill an enemy with an offensive Super	+25
5 Kill Streak	Kill five enemies in a single life	+25
10 Kill Streak	Kill 10 enemies in a single life	+50
15 Kill Streak	Kill 15 enemies in a single life	+100
Turret	Kill an enemy with the turret	+25
Vehicle	Kill an enemy with a vehicle	+25
Interceptor Destroyed	Destroy an enemy Interceptor	+75
Pike Destroyed	Destroy an enemy Pike	+50
Sparrow Destroyed	Destroy an enemy Sparrow	+5
Turret Destroyed	Destroy an enemy turret	+50
Revive	Revive an ally (Skirmish and Salvage)	+50
Self-Resurrect	Resurrect yourself (Radiance)	+25

Action	Description	Score
Zone Neutralized	Neutralize a Control zone	+25
Zone Control x1	Kill bonus for holding one zone in Control	+50
Zone Control x2	Kill bonus for holding two zones in Control	+100
Zone Control x3	Kill bonus for holding three zones in Control	+200
Zone Captured	Capture a Control zone	+75
Zone Assault	Kill enemies while neutralizing/capturing a zone in Control	+25
Zone Defense	Kill enemies that are in or near an allied Control zone	+25

Action	Description	Score
Probe Assault	Kill enemies near the enemy probe	+25
Probe Defense	Kill enemies near your team’s probe	+25
Probe Deployed	Capture a Salvage zone	+100*
Probe Neutralized	Neutralize the enemy probe	+150*
Relic Salvaged	Your team salvaged a Relic	+200*

* Scores apply to all team members.

CLASH

6v6. Classic team deathmatch.

Earn points for kills and aiding teammates.

CONTROL

6v6. Control zones for additional point bonuses for your team.

Capture and hold zones, and then rack up kills against the enemy team while your point bonuses are active.

Capturing zones awards points and super energy.

COMBINED ARMS

6v6. Control or Clash played only on large maps with vehicles present.

Identical to Control or Clash, but because you are assured of fighting vehicles, bring a loadout suitable for destroying them, or seek to avoid them entirely.

RUMBLE

6 player free for all.

The highest score wins. Unlike team play modes, you can have a lower k/d ratio and still come out on top in Rumble. Aggression is encouraged!

Crucible Playlists

Control, Clash, Rumble, and Skirmish are the default, always active playlists for Crucible.

Salvage and Combined Arms come and go alongside special events.

SKIRMISH

3v3. Team revives enabled.

This is a small-scale tactical team deathmatch.

Revive your teammates to score points and maintain your team cohesion.

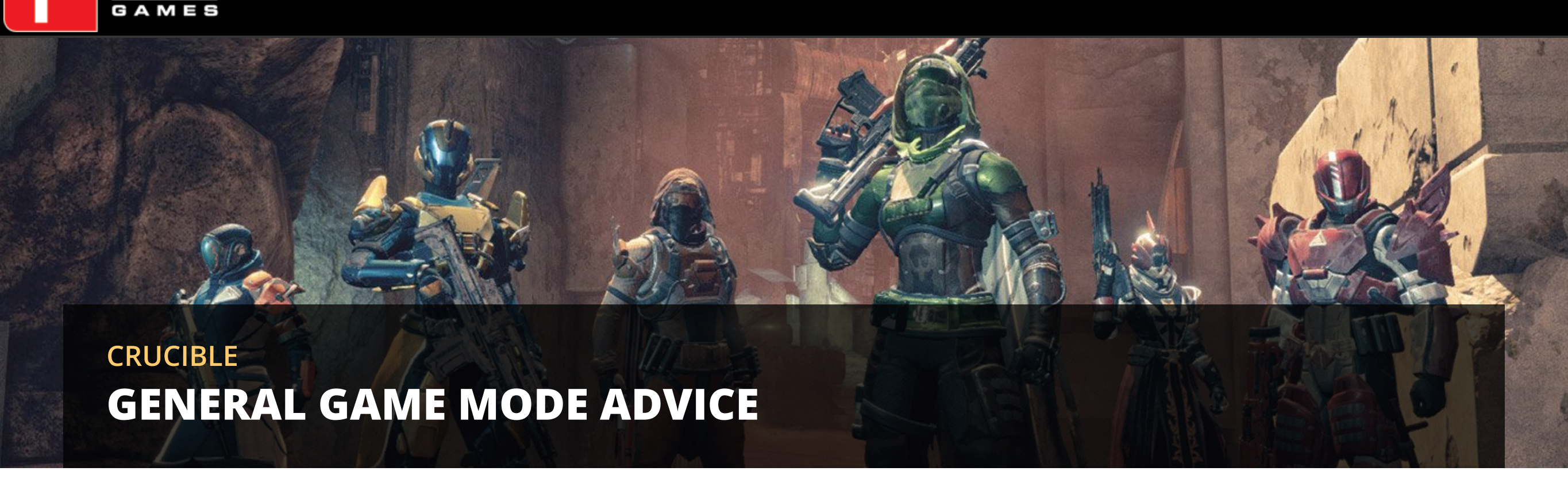
Deaths have a longer respawn time than in other modes.

SALVAGE

3v3. Secure objectives, team revives enabled.

A mix of Skirmish’s tight team deathmatch tactics and Control’s objective focus, Salvage demands that you locate and secure artifacts to score points.

Capture the artifact by deploying your Ghost near it, and stop the enemy team from capturing an artifact by deactivating their Ghost.

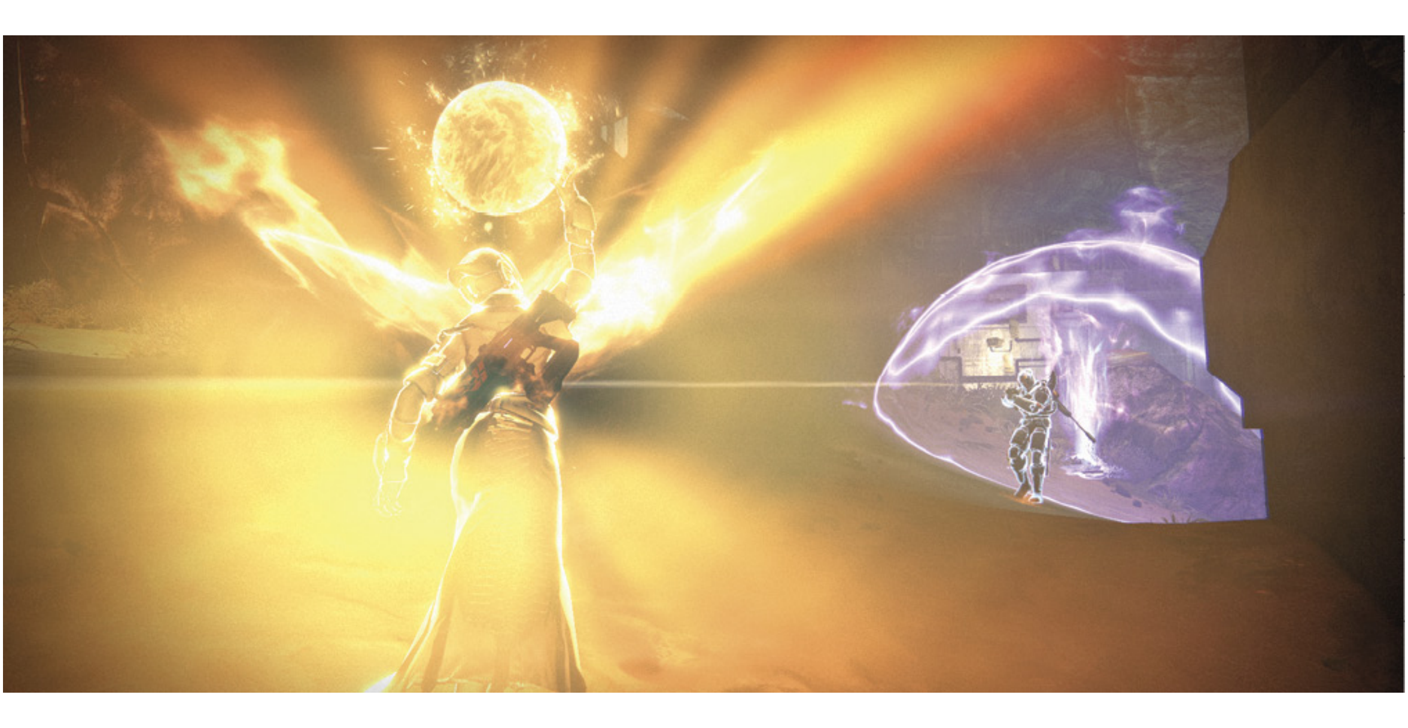


CRUCIBLE

GENERAL GAME MODE ADVICE

STRAIGHT FROM BUNGIE

As one more treat for you, there are some words of advice from Kevin Yanes, a member of Bungie's PvP Design team over the next few pages. Kevin shared his thoughts on all aspects of PvP, including game modes, Class builds, and weapons.



Control

"Players in this game mode should focus on crowd control and zoning. The easier you can shut down lanes or apply pressure away from your zones, the better time your team will have holding it. It's okay to sacrifice your life if you're in the lead in zones and you're keeping enemies away.

"Objective players should opt to use supers like **Fist of Havoc, Nova Bomb, Ward of Dawn,** and **Arc Blade,** as they shine in Control due to team clumping. Using your super to clear out a capture zone can swing a game for you in the last moments.

"More aggressive kill-focused players should opt for **Golden Gun** and **Radiance**, as those supers excel at killing a large number of enemies over a longer period of time. A good team composition will have a balanced mix of players on offense and defense.

"Grenades that leave a field or spawn seekers are key in this mode. These grenades can keep your enemies off capture zones long enough for you to stage an attack."

Clash

"In this game mode, players are allowed to be more selfish. Players should maximize their own kill potential over others. While picking team-focused abilities may help your team out, you'll find fewer opportunities to coordinate with random players due to less team clumping.

"**Striker Titans, Bladedancer Hunters,** and **Voidwalker Warlocks** should look for chokepoints to maximize their super's lethality. Focus points like **Wards** and heavy ammo can be used against the enemy team, as they are more vulnerable to **Fist of Havoc** and **Nova Bomb**.

"**Defender Titans** should try to use their **Ward** as a stake in the ground to take the power positions in each map. By casting in a good power position, your teammates (Fireteam or not) are encouraged to hold the **Ward** and gain its benefits.

"**Sunsinger Warlocks** and **Gunslinger Hunters** are for the more independent players. These Classes will have an easier time finding good situations to use their super in, as each super excels at taking down single target enemies quickly in a variety of environments. These Classes often are the favorites in Clash, as they fuel the chaos and can feed off of it.

CLASH
for details
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Clash

Skirmish

"Teamwork-focused Classes and players shine in Skirmish. Due to the harsh respawn penalty and lower score to win, players will find themselves clumping together and trying to team fight as much as possible.

"**Defender Titans** should use the team clumping to their advantage by giving their team shields or damage boosts. A clutch **Ward** can stop a **Nova Bomb** or **Golden Gun** from completely cleaning out your team.

"**Sunsinger Warlocks** can run really any build they want, as the high grenade count will be advantageous on smaller maps regardless. **Sunsingers** looking to maximize teamwork should pick **Song of Flame**, as while active, it lowers all cooldowns for nearby allies.

"As mentioned before, **Striker Titans, Bladedancer Hunters,** and **Voidwalker Warlocks** can capitalize on the team clumping to clean out entire enemy teams. **Nova Bomb Vortex** has the capability to destroy **Wards** and leave behind a damaging area of effect so those trying to run are (at the very least) weakened.

"**Bladedancer Hunters** and **Striker Titans** will be able to **Arc Blade** and **Fist of Havoc** right into a team and clear them out before they realize anything had happened. Additionally, **Arc Blade's Razor's Edge** and **Fist of Havoc Shockwave** can penetrate a **Ward** while a player maintains distance.

"High-lethality classes like **Gunslinger Hunters** are still viable in Skirmish and should be used to take point and engage team fights. Having at least one of these types of Classes on your team is ideal to success."

Salvage

"Salvage plays extremely close to Skirmish, with the exception that there is even more clumping due to the salvage points. Strategy remains the same, outside of having more chances to punish clumping."

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Salvage
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Rumble

"Rumble is the place for highly independent Classes. Classes like **Bladedancer Hunters, Gunslinger Hunters,** and **Sunsinger Warlocks** rule in Rumble due to their high single-target lethality.

"**Gunslinger Hunters** have an easier time posting up on Rumble maps, as they can Tripmine one entrance to an area and focus their attention elsewhere. At the very least, the Hunter will hear their Tripmine detonate and can react appropriately. **Golden Gun** is a great way to take advantage of the chaos in a Rumble fight.

"**Bladedancer Hunters** have a great grenade in **Arc Bolt**, allowing them to check corners and chain to other players at close range. **Arc Bolt** is a great way to capitalize on chaotic close-range encounters, as (at the very least) the enemy hit with **Arc Bolt** will be starting the fight at a health disadvantage.

"**Arc Blade's Escape Artist** allows players to vanish and surprise enemies at close quarters. This super greatly synergizes with the smaller maps of Rumble.

"**Sunsinger Warlocks** shine in Rumble through **Radiance's Radiant Skin, Firebolt Grenade, Viking Funeral,** and **Touch of Flame**. This build layout specifically gives the ability to take more damage in Radiance while setting people on fire with their grenades via Touch of Flame.

"**Firebolt Grenade** in combination with **Touch of Flame** allows **Sunsingers** to check corners for enemies and then start a fight at health advantage. **Sunsingers** should opt to only engage on fights where Burn has given them the health advantage.

"**Defender Titans, Striker Titans,** and **Voidwalker Warlocks** will have to try a bit harder to maximize their effectiveness, as their kits are geared toward more team play and player clumping."

Combined Arms

"In Combined Arms it's important to know when and where vehicles spawn. Brave souls should make a break for the Interceptor and rain rockets on an enemy Control Point. The Salvo will provide support for ground troops looking to advance and get enemies to focus on you rather than those capturing the point. Players who grab Pikes can harass foot soldiers and even shimmy onto some control points to bombard advancing opponents."

"If vehicles aren't your cup'o'tea a good solution for dealing with them while on foot is getting to Turrets located throughout each map. These can be effective at putting a stop to careless Pike drivers as well as those on foot. A well placed rocket or skilled sniper shot can also make short work of vehicles, just don't miss. When in doubt players can always look for the tunnels in Bastion and buildings and passages in First Light to avoid the fire of the Interceptors and Pikes... happy hunting."

FAVORED CLASS LOADOUTS

Here are some of Kevin's favorite Class setups for PvP.

Class/Subclass	Movement Mode	Grenade	Melee	Super	Stat Perks	Perks	Character Stat
Gunslinger Hunter	Fast Air Movement: Triple Jump	Zoning Pref: Tripmine. Zoning Alt: Incendiary Grenade OR Seeker Drones	DPS Focus: Throwing Knife + Incendiary Blade	Faster Super: Golden Gun + Gunfighter	Agility/Armor: Path Forgotten & Way Of The Drifter	More Knives: Scavenger & Gambler's Dagger	Pre Gunfighter: Maximize Intellect. Post Gunfighter: ~70% Strength ~30% Intellect
Bladedancer Hunter	Disorient Enemy: Blink	Crowd Control Arc Bolt Grenade	Disorient Enemy: Blink Strike + Escape Artist	Closing Distance: Arc Blade + Vanish	Recovery/Agility: Path Forbidden & Way Of The Nomad	Aggressive Play: Fleet Footed & Hungering Blade	Maximize Super & Melee ~50%/50% Intellect Discipline
Voidwalker Warlock	Fast Air Movement: Focused Burst Glide	Crowd Control Pref: Axion Bolt. Zoning Alt: Vortex Grenade	More Super Energy: Drain + Soul Rip	Crowd Control: Nova Bomb + Vortex	Recovery/Armor: Arcane Spirit & Divine Order	Zoning & More Super: Vortex Mastery & Embrace The Void	Melee To Feed Abilities: ~50% Intellect ~30% Strength ~20% Discipline
Sunsinger Warlock	Fast Air Movement: Focused Burst Glide	Crowd Control: Firebolt Grenade	Tankiness: Scorch + Flame Shield	Tankiness: Radiance + Radiant Skin	Recovery/Armor: Arcane Spirit & Divine Order	Aggressive DPS: Viking Funeral & Touch Of Flame	Favor Grenade: ~90-100% Discipline
Defender Titan	Fast Air Movement: Catapult Lift	Suppress: Suppressor Grenade. Burst Damage Alt: Magnetic Grenade	Tankiness: Disintegrate + Unbreakable	Aggressive DPS: Ward Of Dawn + Weapons Of Light	Mainly Armor: Titan Codex I & Titan Codex IV	Tanky DPS: Relentless & Illuminated	Favor Melee And Super: ~60% Strength ~40% Intellect
Striker Titan	Fast Air Movement: Catapult Lift	Disorient: Flashbang. Crowd Control Alt: Pulse Grenade	Faster Super: Storm Fist + Illuminated	Crowd Control: Fist Of Havoc + Aftermath	Armor/Agility: Titan Codex Ii & Titan Codex VI	Bursty Tank: Transfusion + Shoulder Charge	Favor Super: ~80% Intellect ~20% Melee

MOD COMMENTS

Here are some of Kevin's thoughts on the various mods you can find on weapons for PvP.

Perk	Functionality	Notes
Counterbalance	This weapon has increased Stability.	Stability determines how much you bloom in hipfire and how much your red dot moves in ADS. In PvP, maximizing Stability is key to winning firefights. The more Stability your weapons have, the longer your engagement distances can be. Maintaining good DPS at range will determine whether or not you succeed in a firefight.
Hammer Forged	Improved range and accuracy.	Range determines how much damage you do at longer ranges.
Crowd Control	Kills with this weapon grant bonus damage for a short time.	Being able to snowball kills is important in aggressive pushes. This perk has often helped me win dangerously close firefights.
Kneepads	Slide farther while this weapon is equipped.	Sliding gives players an initial boost of momentum that can mean life or death when engaging/escaping a fight. Combined with a shotgun, players can close distance extremely fast.
Accelerated Coils	Reduces charge time.	In close-quarters maps, it's absolutely essential that fusion rifles users reduce their charge time. Being able to turn a corner with a pre-charged blast is huge in close-range encounters.
Third Eye	Grant radar while in ADS.	Being able to radar check while in ADS is huge. Players can mitigate vulnerability while maintaining lethality.
Final Round	The last round in a magazine deals bonus damage.	Good last-ditch effort.
Fitted Stock	Increases weapon Stability.	Same as Counterbalance.
Firefly	Precision kills with this weapon cause target to explode.	Area of Effect damage on high-clump maps will help you engage on fights with a health advantage. Also, it looks cool.
Glass Half Full	The bottom half of each magazine causes additional damage.	Chances are that players will eat into the bottom half of their clip during firefights. Getting a damage boost gives them the leg up on finishing fights or starting new ones.
Perfect Balance	This weapon has extremely low recoil.	This perk boosts Stability dramatically. Essential for those who want to play long range.
Hip Fire	This weapon has bonus accuracy while firing from the hip.	This perk is essential for close-range encounters. Players running Hip Fire will have a leg up when getting rushed.
Single Point Sling	Increased equip speed.	This perk is essential for aggressive multi-role gameplay. Players using this can switch from different weapon archetypes a lot more quickly.
Speed Reload	Reload this weapon in half the time.	This perk is essential for slow reload weapons like machineguns, rockets, and snipers. Players should roll this to minimize their downtime.
Grenades and Horseshoes	Rockets from this weapon will detonate early based on proximity to targets.	Running this perks gives rockets more viability attacking airborne players. Additionally, it means taking less time to aim your rockets.
Flared Magwell	This weapon's reload speed is increased.	Reload speed is essential in PvP. The less downtime you have, the better off you are.
Spray and Play	Increases the reload speed of this weapon when its mag is empty.	Perfect for weapons like rocket launchers, this perk allows players to stay aggressive as much as possible with heavy weapons.
Feeding Frenzy	Kills with this weapon increase reload speed for a short time.	Similar to Crowd Control, players should opt to keep their aggressive plays running as long as possible. Feeding Frenzy minimizes downtime and vulnerabilities in the heat of combat.
Zen Moment	Causing damage with this weapon increases its Stability.	Perfect for precision players, Zen Moment rewards those who can consistently land shots on their enemy. Ideal for any ranged firefight.
Luck in the Chamber	One random bullet in the magazine causes considerable bonus damage.	This round is a bit undependable, but a good alternate perk to pick just in case. You might get bonus damage at a critical moment.
Tracking	Shells fired from this weapon track their targets.	Perfect for rocket launchers. The less players have to think about aiming their shots, the quicker they can secure a kill. This perk also helps against airborne players.
Cluster Bomb	Rockets create cluster bombs when they detonate.	Adding additional splash damage will help players secure kills without having to time or aim their shot as hard.
Heavy Payload	Increases warhead blast radius.	Same as Cluster Bomb.

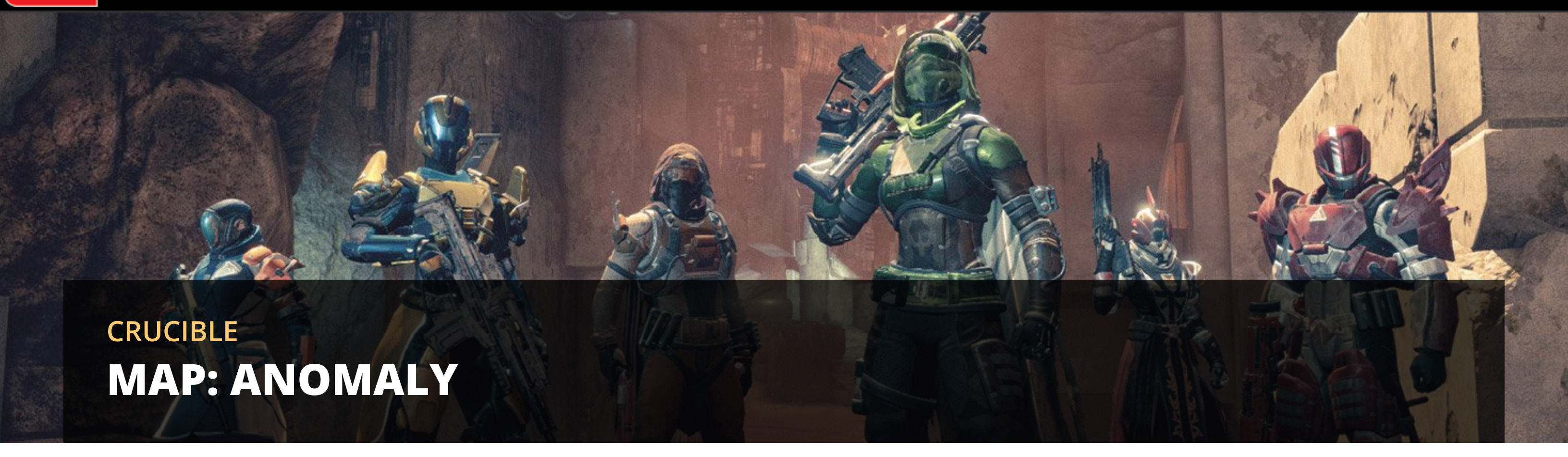
FAVORED MODS PER WEAPON CLASS

And here's a list of Kevin's favorite mods to find together on different weapon classes.

Auto Rifle	Scout Rifle	Pulse Rifle	Hand Cannon
Perfect Balance	Third Eye	Hip Fire	Third Eye
Glass Half Full	Fitted Stock	Perfect Balance	Zen Moment
Hip Fire	Zen Moment	Hammer Forged	Perfect Balance
Hammer Forged	Alt: Final Round	Counterbalance	Luck in the Chamber
Counterbalance	Alt: Firefly	Alt: Crowd Control	Alt: Crowd Control
Fitted Stock	Alt: Luck in the Chamber	—	—
Third Eye	—	—	—
Alt: Feeding Frenzy	—	—	—

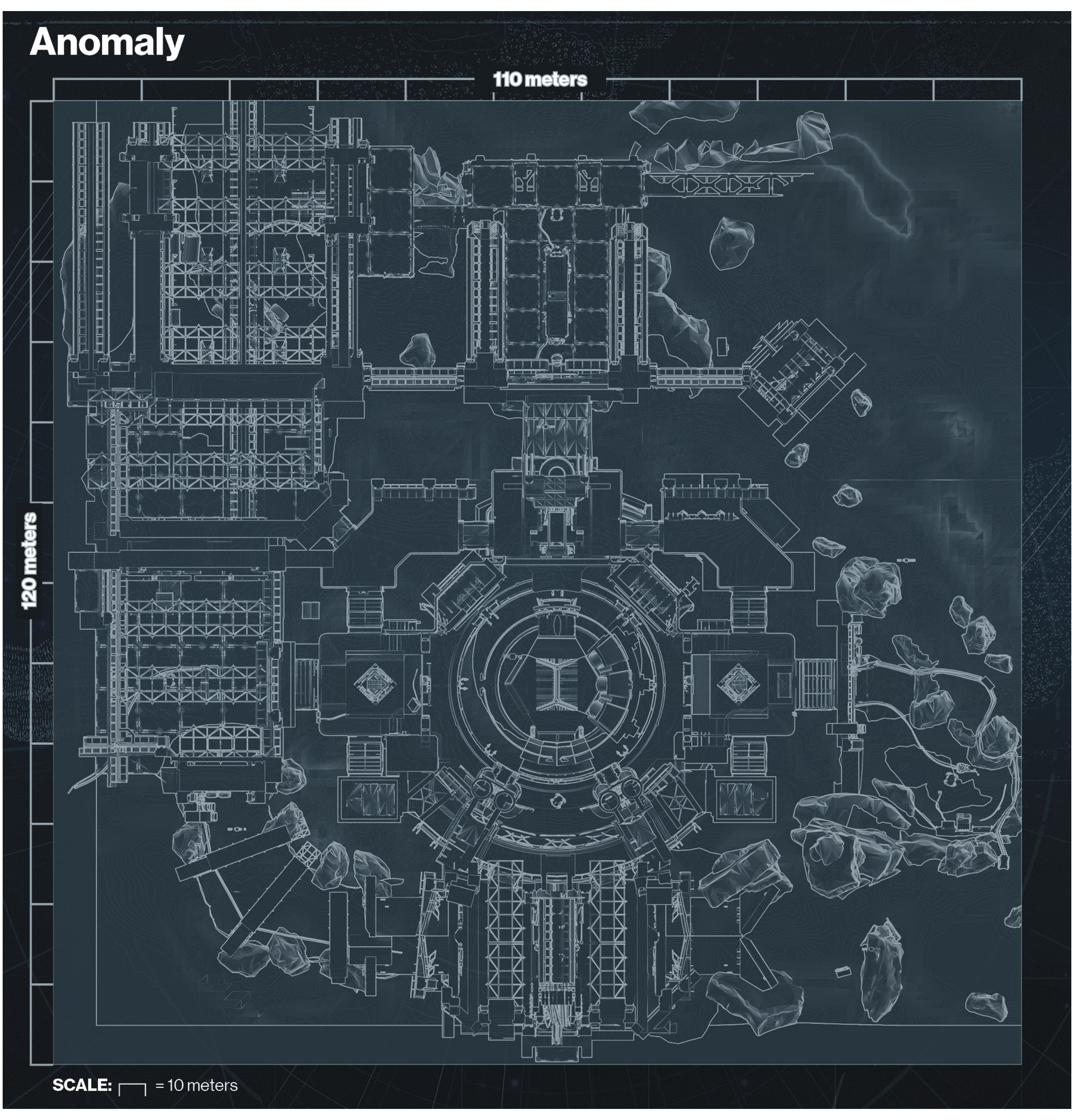
Shotgun	Sniper Rifle	Fusion Rifle
Kneepads	Perfect Balance	Accelerated Coils
Third Eye	Fitted Stock	Kneepads
Counterbalance	Alt: Firefly	Fitted Stock
Crowd Control	Alt: Crowd Control	Hip Fire
Fitted Stock	—	Glass Half Full
Hammer Forged	—	Hammer Forged
Perfect Balance	—	Perfect Balance
—	—	Alt: Crowd Control

Machine Gun	Rocket Launcher
Zen Moment	Third Eye
Counterbalance	Feeding Frenzy
Crowd Control	Tracking
Hip Fire	Flared Magwell
Hammer Forged	Grenades and Horseshoes
Perfect Balance	Alt (If only one rocket per mag): Crowd Control
Zen Moment	—



Time of Day

All Crucible battlegrounds can be set at any time of day or night. Beyond simply changing the aesthetics of the battlefield, the changes in lighting can have a slight impact on visibility. Keep your eyes peeled at night...



LAYOUT

A small, roughly symmetrical map, Anomaly takes place on Earth's Moon, set at a research base. Within the facility, old but still functional machinery analyzes... something in the center of the base. But you should be more concerned with the other Guardians out for your blood in the tight hallways. Anomaly consists of two "rings," one set within the other.

The innermost ring is the area immediately surrounding the artifact in the center of the base. The outer ring stretches through hollowed out but unused caves at the rear of the facility and a loading dock area at the front.

Several passages connect the two rings, and you can also move through the center below the artifact itself (though being situated in the center of the map is generally a bad place to be).

Shooting across the center is possible, but it is difficult to score killing shots, and focusing across the middle leaves you open to being flanked while you are distracted. Picking off a wounded target or helping a teammate during a fight is worthwhile, but you generally want to avoid going after a full-health target with anything other than a sniper rifle.

TACTICS

Anomaly is a mix of short- and mid-range combat, and it is rare not to have at least one target on your Motion Tracker at all times. It is possible to play a slightly longer-range game if you stick to the outer ring, but this isn't always easy depending on the game mode you are playing.

The inner ring can provide you with a quick route from one side of the outer ring to the other, but be wary of conflict in the narrow halls and tight spaces around the artifact. Bring your close-range weapons, and always be ready for face-to-face melee encounters.

If you choose to haunt the outer ring, it is possible to guard the approaches to your position with long-range weapons, often giving you the jump on any opponents who are moving swiftly and are not aware of your presence.

When fighting in either the inner or outer ring, position yourself near one of the "bolt holes" that travel between the two rings. You can sometimes use these to escape an unfavorable situation, but just be careful that an enemy using them doesn't ambush you.

The inner ring is a high-conflict zone in general, so be wary of traveling through it unless you're intentionally seeking out risky combat. Getting jumped shortly after you end a fight there is common, as is interference during a fight.

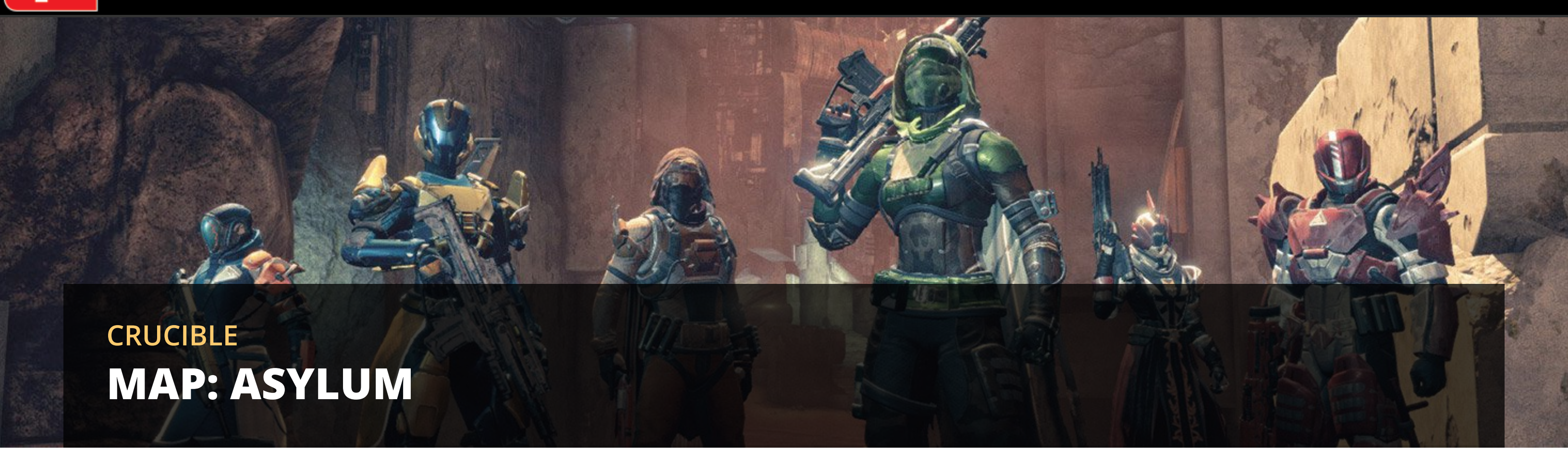
Another point: be watchful for multi-kill opportunities, as the narrow halls and transition points can cause traffic jams. Make sure it's you hammering the enemy team with supers or heavy, and not the other way around.

MOTION TRACKER

In the outer ring, it is fairly easy to determine where an enemy is located via the Motion Tracker, but on the inner ring, don't get overwhelmed if your Motion Tracker lights up and makes you feel surrounded. You probably are surrounded, but foes outside the inner ring can't necessarily harm you.

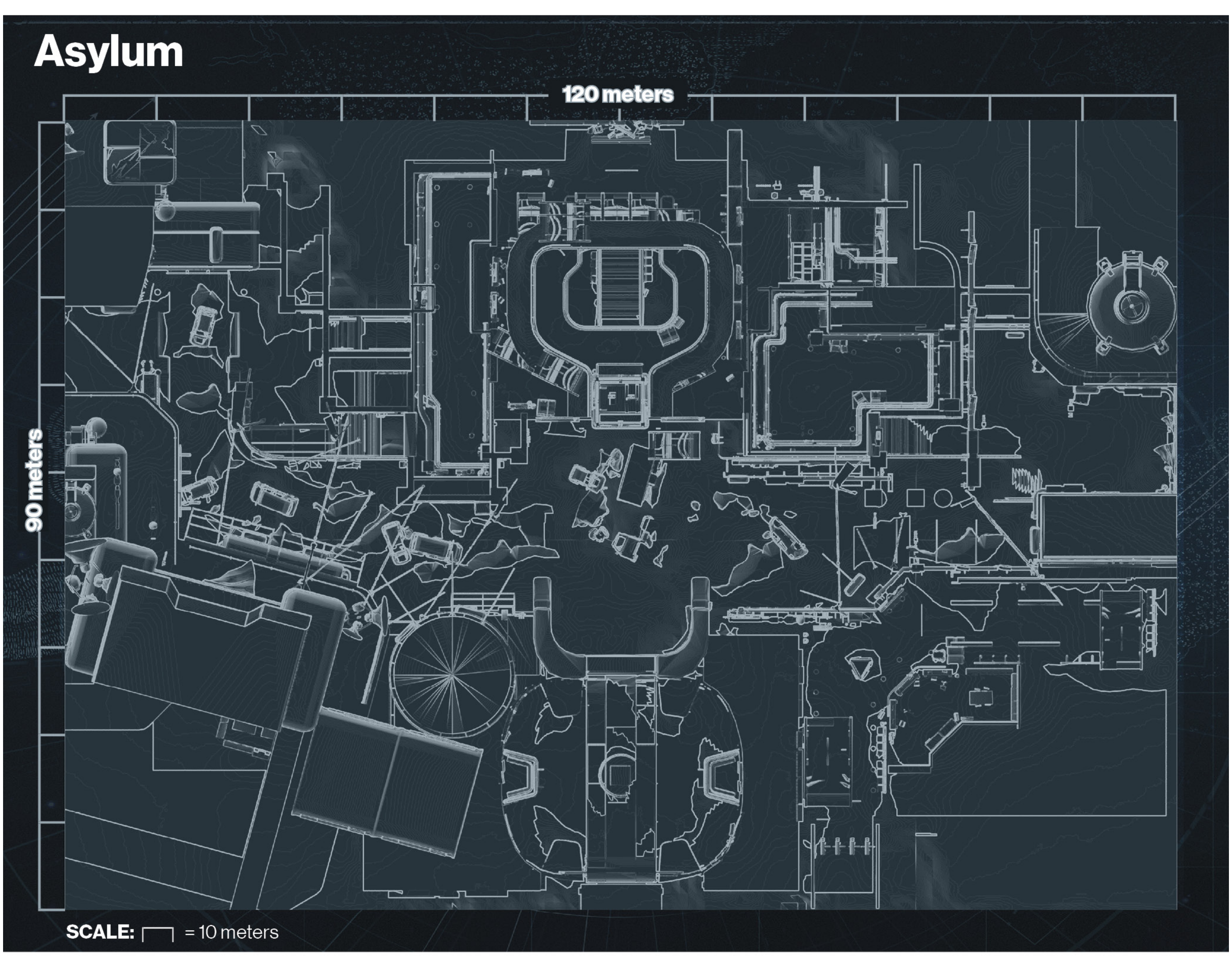
Keep your eyes on the screen while you move through the middle, and only use the Motion Tracker to confirm if there is an enemy presence somewhere ahead of you as you transition from one area to another. You need every millisecond in the close-quarters encounters here.

Also, be careful about trying to be sneaky with crouching or cloaking in the interior ring. If timed well, you may ambush someone entering the center, but due to the high traffic, you also have a pretty good chance of getting shot while you're squatting in a corner.



CRUCIBLE

MAP: ASYLUM



LAYOUT

Asylum takes place in the overgrown remnants of a Venusian city.

A long linear map in the buildings along either side of an overgrown street, Asylum features a mix of close- and medium-range urban combat.

The street in the center is best used as a quick transition between buildings on either side. This is a very unsafe place to travel, with multiple windows and ledges overlooking it and multiple doors on the street level opening on to it.

The buildings have a mix of terrain inside, with narrow hallways, staircases, and open rooms providing a range of engagements from close to medium.

Most of the buildings have at least one window or doorway that overlooks the street in the center of the opposite building across the street.

TACTICS

Because the buildings are two-floor structures, expect attacks from enemies above you. Be very careful with your transitions from the ground floor to the second floor, particularly near the middle of the map.

CLOVIS
BRAY

You are exposed to many potential avenues of attack, the worst of which involving opponents already on the second floor waiting for you to take an obvious staircase. Whenever possible, use your Jump abilities to change floors in an unusual position.

The safer method is to change floors at the end of the street—both sides of the street have entrances to the buildings, and you can get to the second floor with the entire map in front of you. This minimizes your exposure and gives you an easy read on your Motion Tracker.

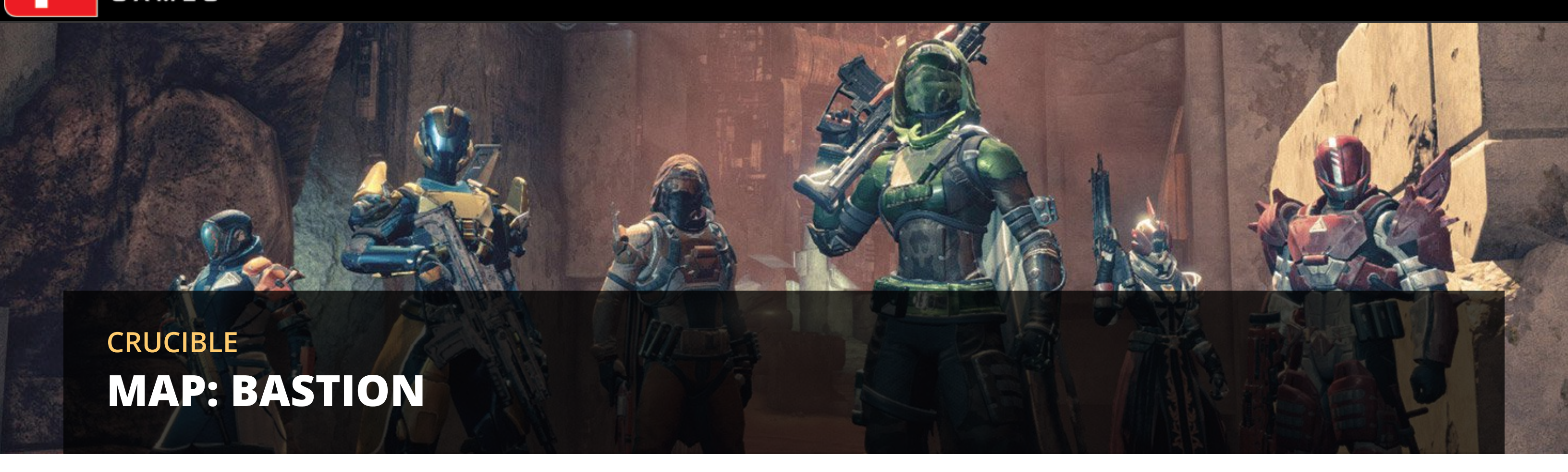
Speaking of the street, if you are at either end of it, you have a decent line of fire with minimal exposure on your flanks. It is possible to pick off some targets with long-range fire fairly safely; just don't stay out there for too long.

MOTION TRACKER

At either end of the street, you can get a good read on targets approaching you. When sweeping a building from end to end, you can usually get a decent sense of enemy positions ahead of you as you move through the building.

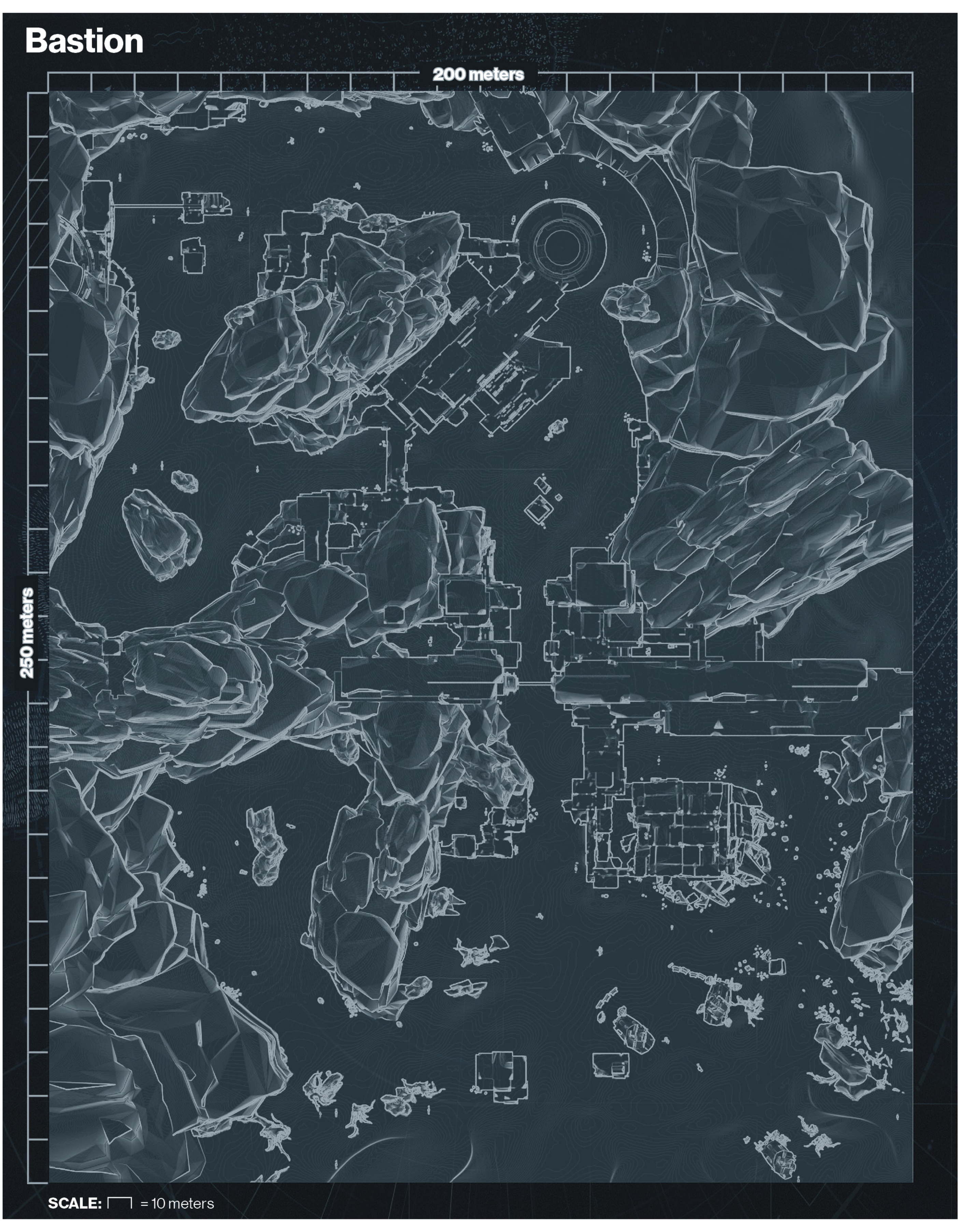
If you're traveling through the street, you can expect to have your Motion Tracker light up with furious red all around you. Don't bother trying to pinpoint every hostile location; just get out of there as quickly as possible when this occurs.

If you are camping in one of the building interiors on the second floor, pay attention to dim Motion Tracker alerts—if you're attentive, you can spot a hostile prowling on the lower floor. From some positions, you can usually guesstimate where they entered, and that can give you an idea of which approach they'll attempt if they come up to the second level.



CRUCIBLE

MAP: BASTION



LAYOUT

Set on the surface of Mars between a Cabal landship and a Vex-corrupted series of rocky complexes, Bastion is a large outdoor map. Bastion has two primary areas of conflict: the sandy exterior roads and the rocky interiors. The roads make a rough figure eight in the bulk of the map, with two connected rings circling the two largest interior Vex-marked areas, while the dunes closer to the Cabal side of the level are more open. The two interior areas within the rings are connected by a bridge over the roads below, and both have several entrances and exits out to the roads.

Near the dunes portion of the map, there is a small ruined exterior stone structure. Beside this is a cavernous area hewn out of the Martian stone. The map slopes gently uphill from the dunes area to the "top" of the figure eight, though the elevation changes are more severe between some of the interior and exterior areas.

TACTICS

The roads are a dangerous place to be, whether or not any vehicles are active. The long clear lines of fire mean you are extremely exposed to snipers and long-range gunners, and you may not have time to get to cover before you are downed.

If you plan on playing an infantry game, stick to the rocky areas, and move between the different parts of the map by traveling through the interiors or hugging the walls as you move along the roads.

If you intend to make heavy use of the vehicles, patrol the roads and keep your distance from the entrances to the interiors (and the turret near the dune structure).

As long as you avoid getting too close to potential grenade or super attacks, you limit your exposure to danger, and you can harass and contain the opposing team. This is particularly useful if you are coordinating with your teammates: if an enemy is focused on you, your teammate can flank them, and if they push the target into the open, you can pick them off with ease.

While the exterior areas very much favor sniper, scout, and pulse rifles, the interiors are perfectly suited to any type of close- or medium-range weapons. This means you can choose your engagement distances on Bastion, despite the size of the level.

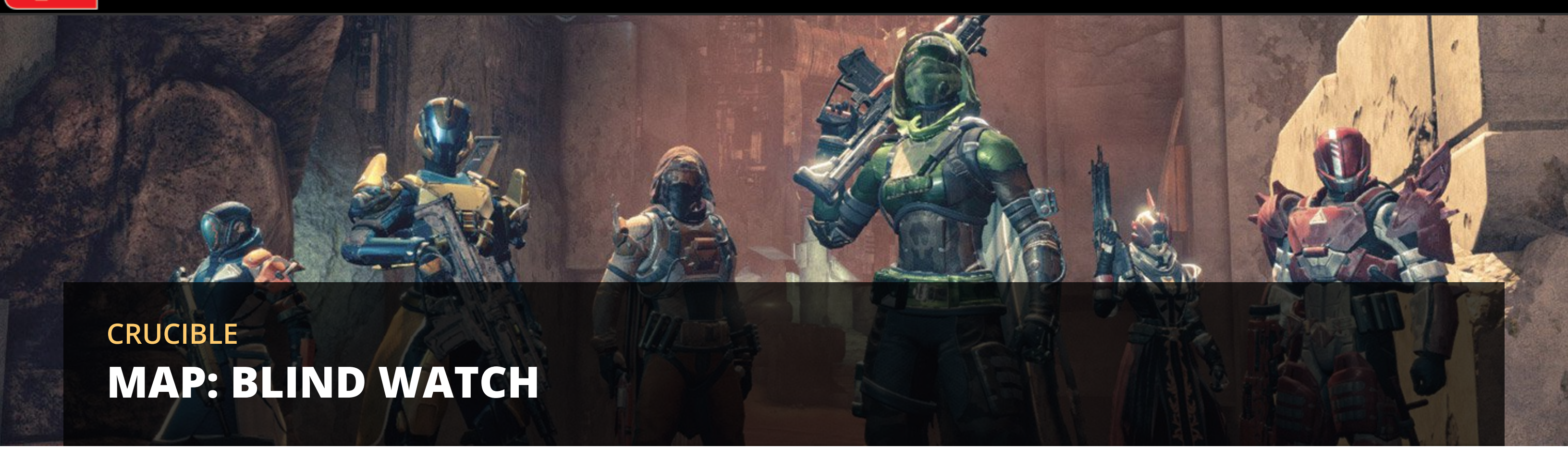
Don't forget to switch your scopes around: putting on a decent magnification sight is a good way to extend your range while keeping a favored weapon.

MOTION TRACKER

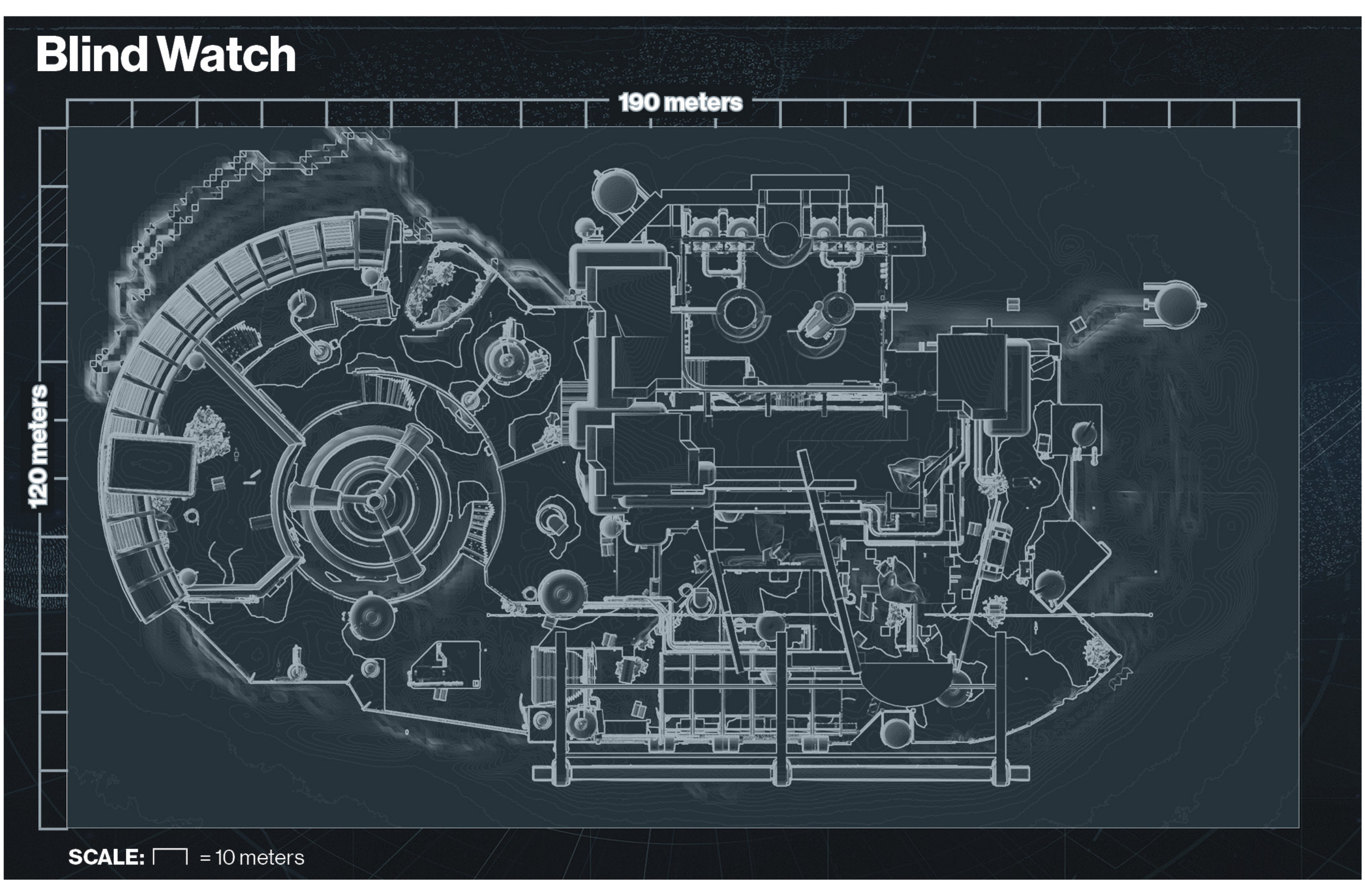
You can use the Motion Tracker to easily detect enemies in the interior areas, particularly if you're patrolling the map on a vehicle (or even on your Sparrow).

On the flip side, while you're hanging out in the interiors, it is usually fairly easy to tell when an adversary is getting close to your position. However, be careful about false positives, as an enemy hugging the walls nearby can show up in the same wedge as a player that is actually moving into your space.

In some of the longer stretches outside, enemies can be far past the range that your Motion Tracker can detect… but watch for the telltale gleam of sniper scopes in the distance.



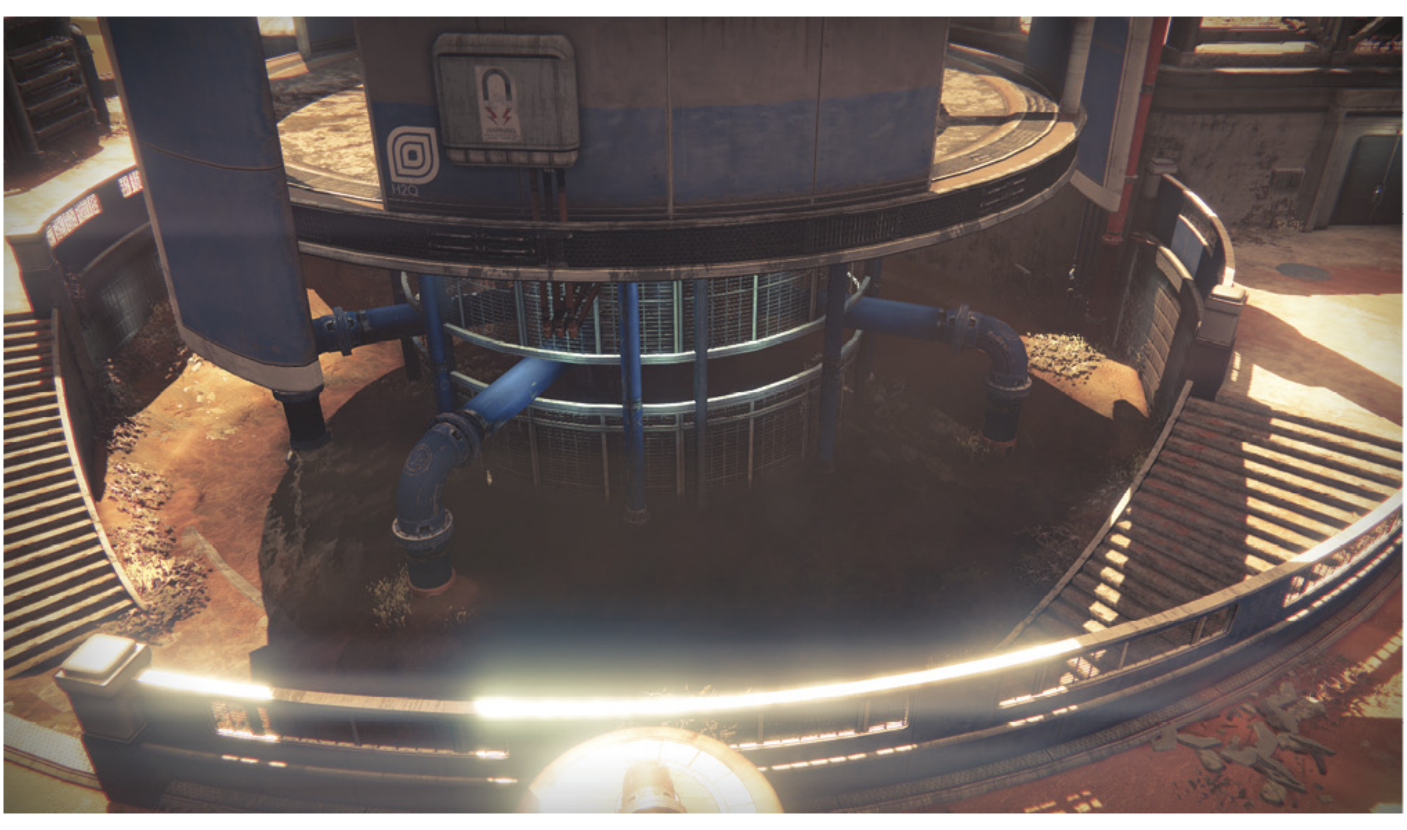
MAP: BLIND WATCH



LAYOUT

Blind Watch is set on the rooftops of a former human city on Mars.

Located in a hydroponics and water processing facility, Blind Watch has a mix of open exterior areas, tight interiors, and changing elevations.

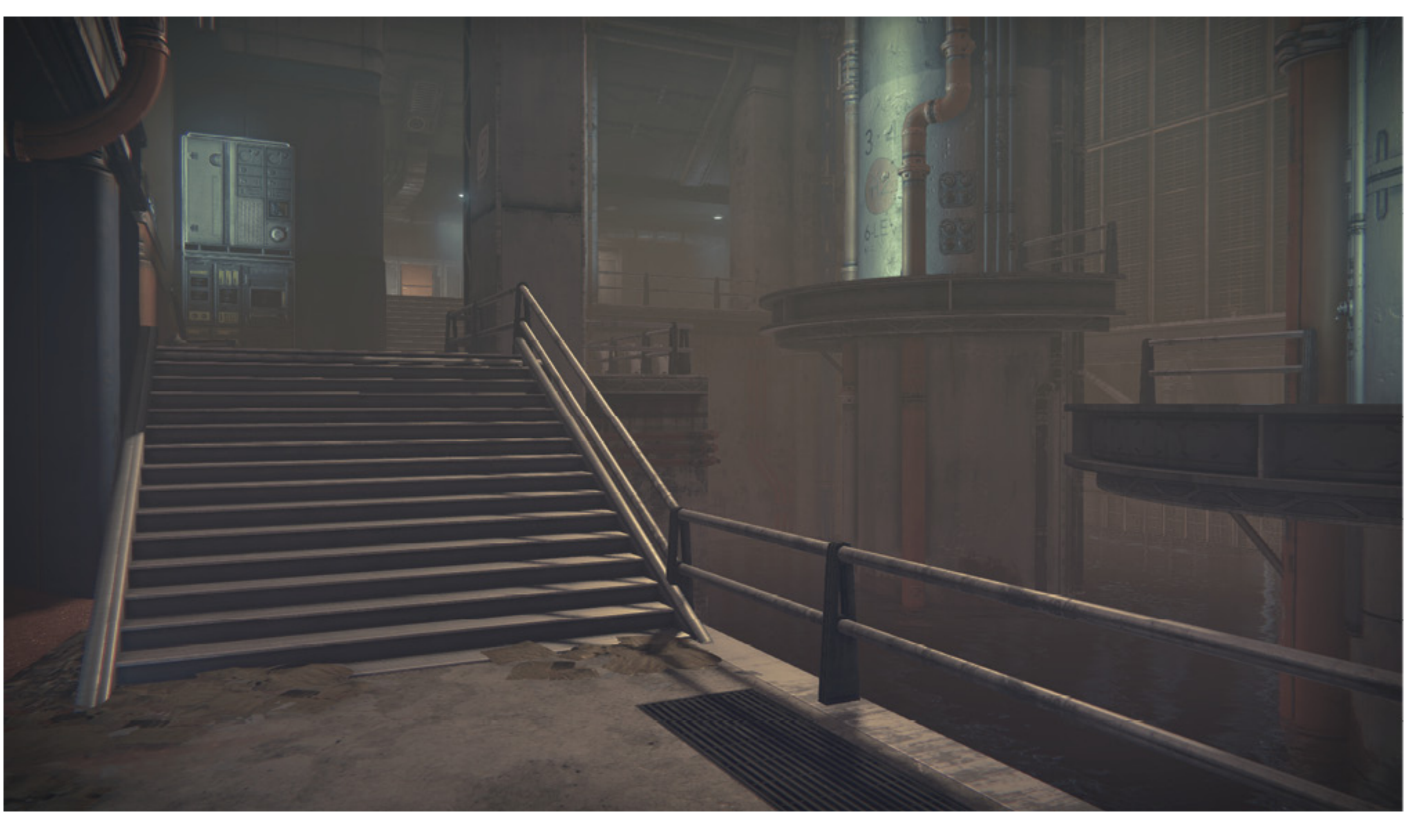


The exterior is located near a giant turbine that still rotates, albeit slowly. Its shifting movements can block lines of sight through it from one end of the exterior to the other.

Beside the turbine and close to the desiccated remnants of the garden is a small building that provides some cover from the battles outside.

You can also drop down into the water below the turbine and make your way around the turbine, or you can jump up into (or onto) the interior of the structure that houses the turbine itself.

From outside, you can travel into the larger interior building that makes up the rest of the map. In fact, there are quite a few ways between the two: there's a door that opens directly onto the exterior, an upper ledge that leads to an upper hallway, and a smaller covered garden area that leads to the rear.



The interior is made up of a few connecting hallways and a slightly larger room containing a few tanks. This larger room is the hub for the building, and from it, you can travel to any of the exits to the exterior.

TACTICS

Blind Watch rewards a flexible play style, as you can be involved in long-range peekaboo firefights or close-quarters brawls within seconds of each other.

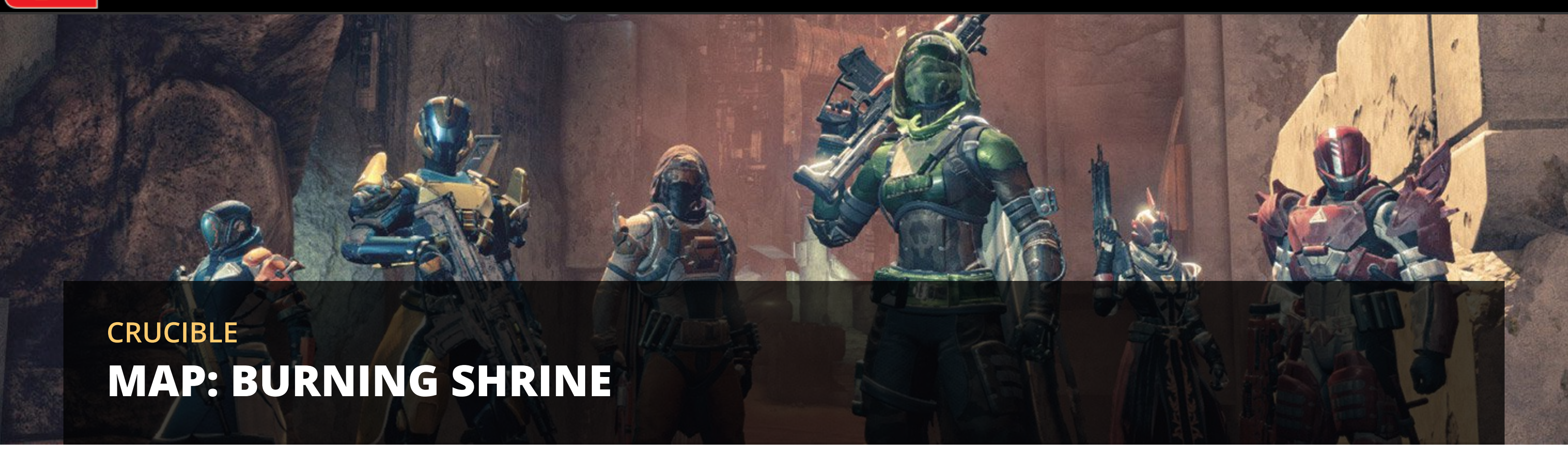
Bring a loadout that gives you a Primary Weapon and a Special Weapon option suitable to different parts of the map, and switch as needed. The outer area tends to see a lot of conflict, and it is most dangerous near the center of the level, where the exterior and several exits from the building's interior meet.

Rather than freely engaging in raging firefights in the center, if you are more careful and patrol the edges of the map, you can minimize the number of routes you must cover and focus on eliminating enemies in front of you.

MOTION TRACKER

You can make good use of the Motion Tracker inside the building, as the defined hallways make it fairly easy to guess an opponent's position. Watch out for the elevation changes near the lower garden, as there are a few different places where you can travel high or low in the same general area.

Outside, use the Motion Tracker to get a rough bead on enemy presence, but don't rely on it for specific location. There's a fair amount of cover, and with jumping abilities, it's possible to shift positions rapidly. In particular, keep your eyes peeled for targets out on the rooftop. If you're near the center of the map, expect to have your Motion Tracker lighting up with enemy presence regularly, possibly all around you if your team doesn't have one side of the map locked down.



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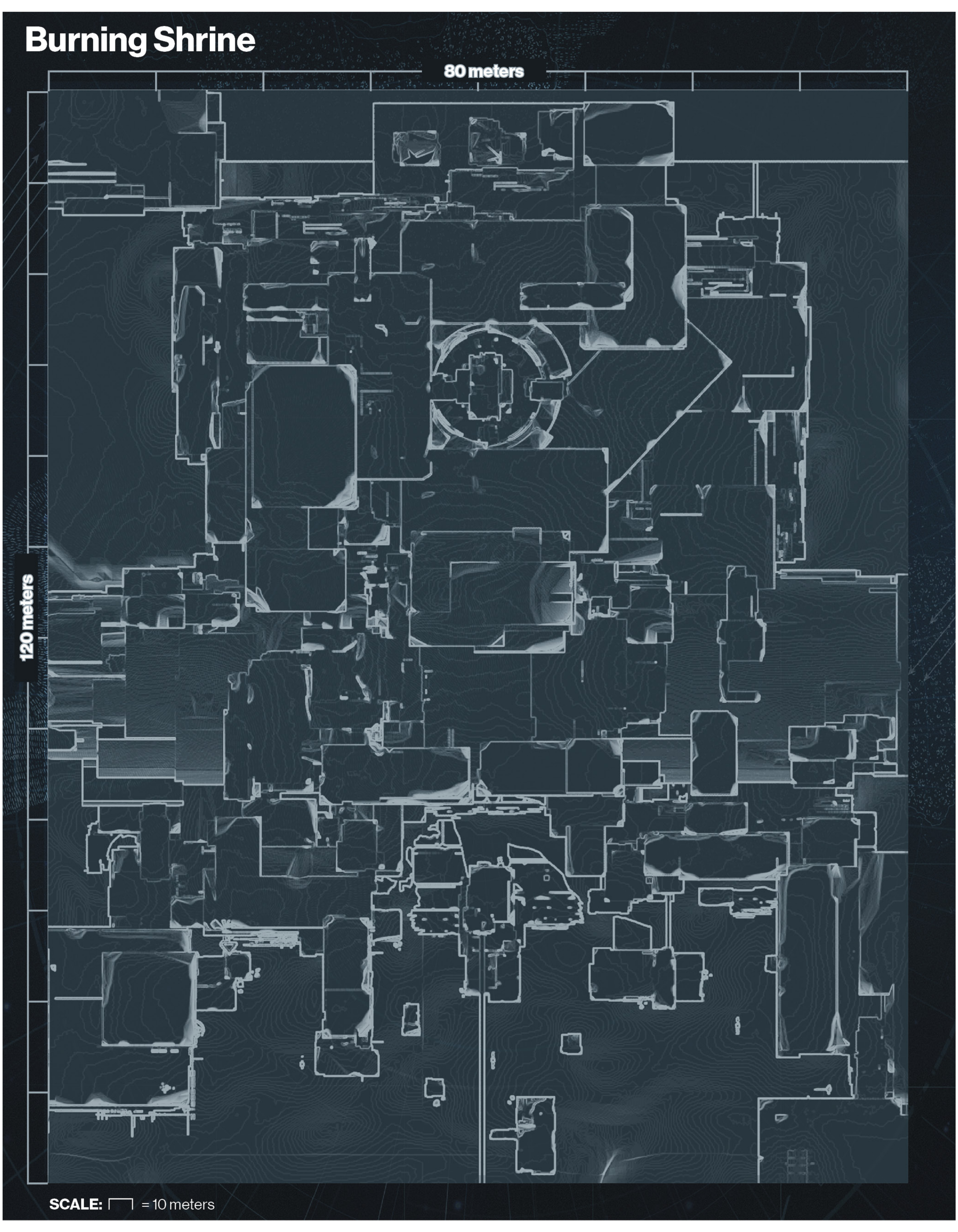
MAP: BURNING SHRINE



LAYOUT

Burning Shrine is a battleground set within a semi-functional computational structure. Within it, beams of light bisect the hallways, and active energy is visible in the walls.

The Burning Shrine is a small map, with a very limited exterior area on the burnt surface that can be safely reached. The remainder is set inside the Vex-marked hallways. These halls contain one of the major landmarks of the level: a set of rotating stone wedges acts as a moving barrier that occasionally blocks the line of sight through the main hall. Behind the rotating barriers, a smaller set of hallways leads to the “back” of the structure. The hallways throughout are roughly symmetrical, with similar spacing and shape on both sides of the main hall.

TACTICS

Close-range weaponry and combat reign in the rear of the structure, though medium-range firefights can occur in the main hallways. When traveling in the halls, be wary of corner ambushes, and always be ready for a melee fight. Watch those corners, as the sharp 90-degree turns make for easy hiding spots.

You can occasionally shake a pursuer by running out of sight into a room, crouching in a corner for a split second, and then attacking them when they sprint into the room. Even a moment’s delay on your Motion Tracker signature can make you vanish from their Motion Tracker.

A raised hallway runs through the middle of the map. You can use this to sneak from one end of the main hall to the other, and enemies may not always detect your position until you reveal yourself.

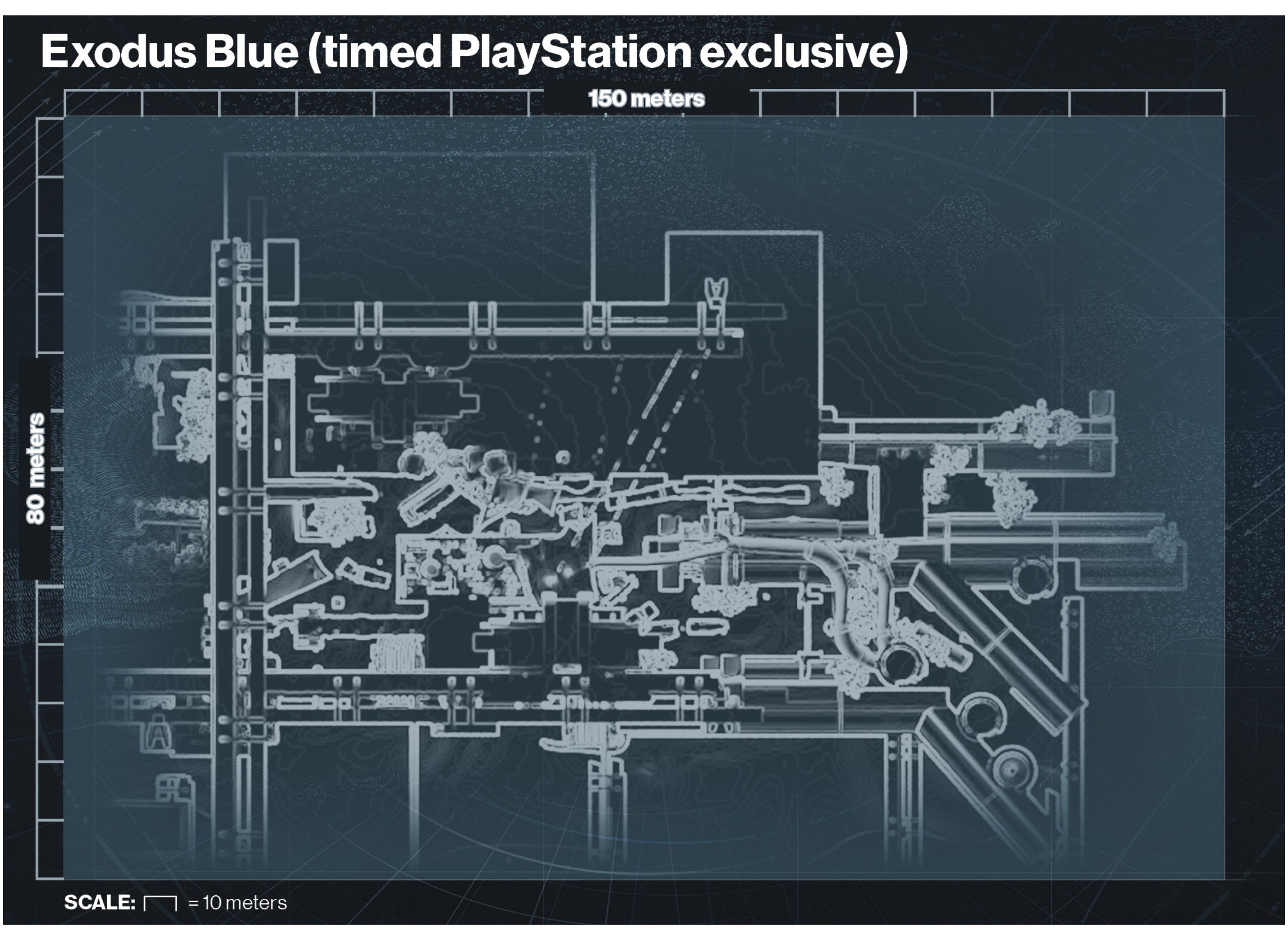
MOTION TRACKER

Your Motion Tracker can give you a clear read on nearby threats when you are close to the edges of the structure. With a limited number of hallway approaches, it isn’t hard to get a read on the rough position of nearby foes.

The tricky part is figuring out exactly where your opponents are located within the rooms. If you suspect an ambush, use grenades to flush out enemies rather than blindly entering a room.

Moving fast can also open up flanking opportunities if you use the different halls and passages well. Even if an adversary knows you are nearby, moving quickly enough can still let you surprise your target.

MAP: EXODUS BLUE (TIMED PLAYSTATION EXCLUSIVE)

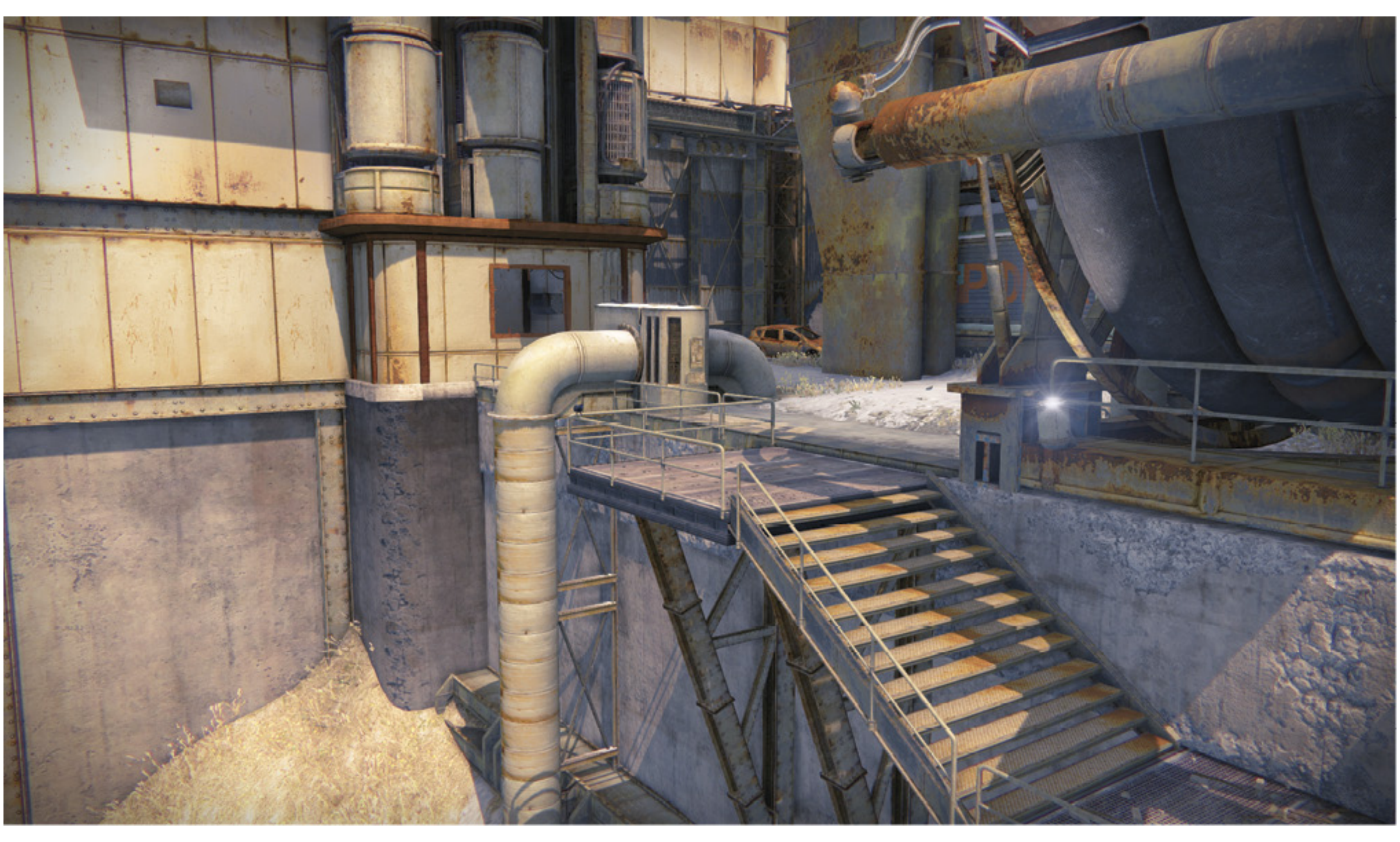


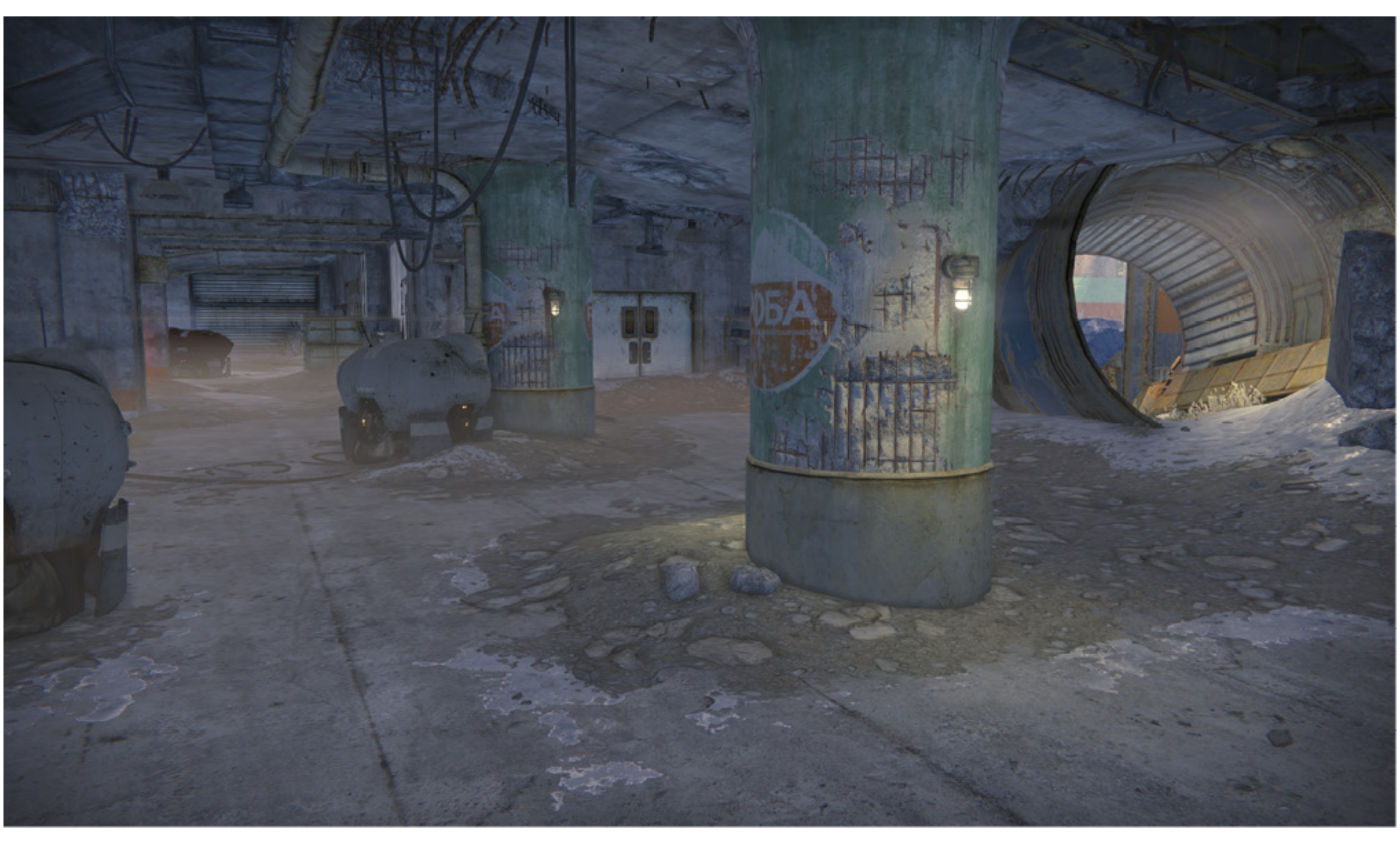
LAYOUT

Exodus Blue sees you competing in a junkyard of scrap metal, rusted-out buildings, and old fuel lines tied to a once-mighty fleet of colony ships somewhere in the Cosmodrome of Old Russia.

Exodus Blue is laid out from end to end as a fairly clean-cut rectangle. There is a large building in the center breaking up sightlines, a second building interior on one map "edge," and an opposite side with a fatal drop off the edge. There are also fuel lines that you can traverse to sneak around the outside of the level.

This map provides a lot of cover, with rusted-out vehicles and scattered debris breaking up sightlines.





TACTICS

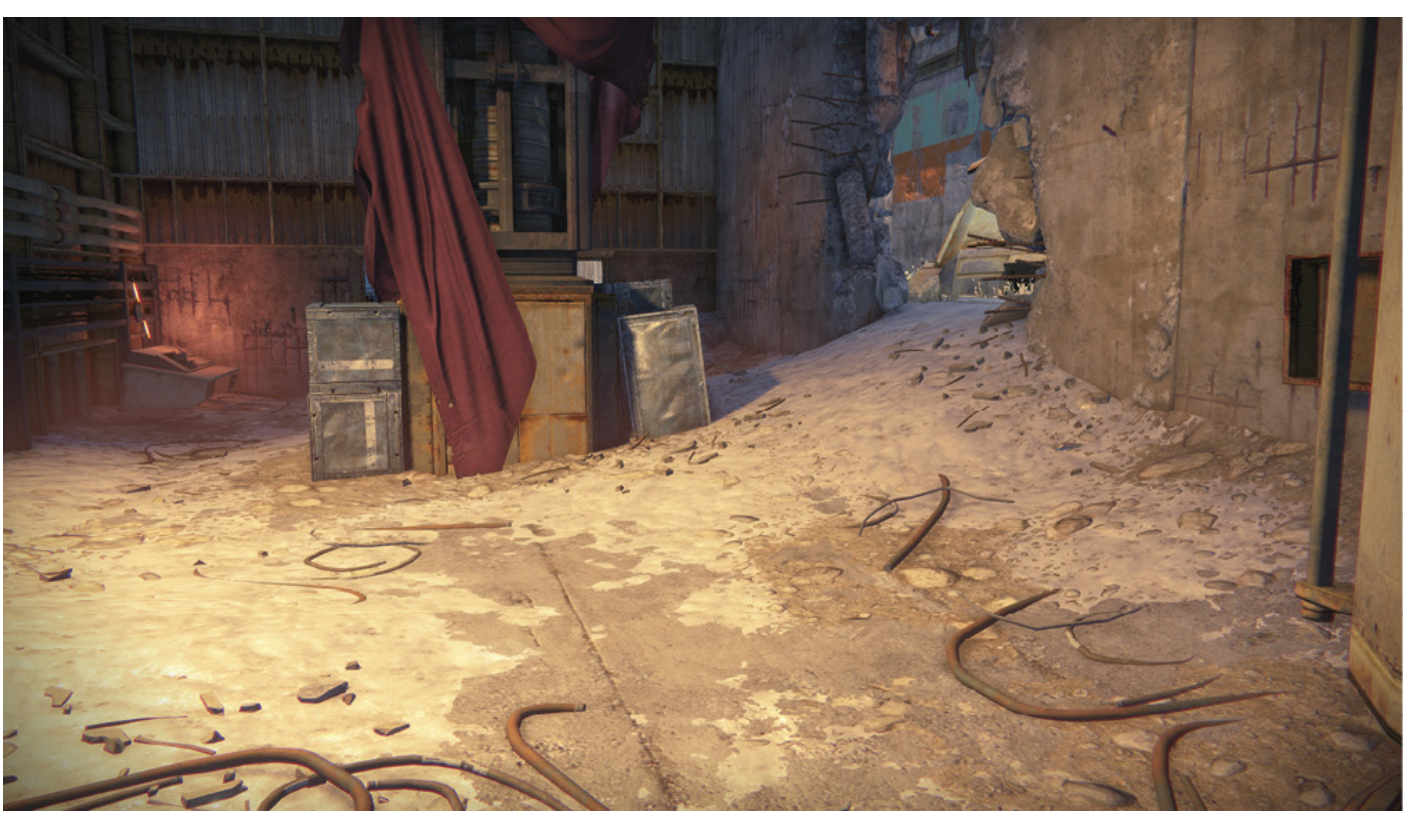
This map features a mix of engagement distances. If you stick to the building interiors, you can force close-range firefights, but if you stay outside and monitor your sightlines carefully, you can start fights at medium distance.

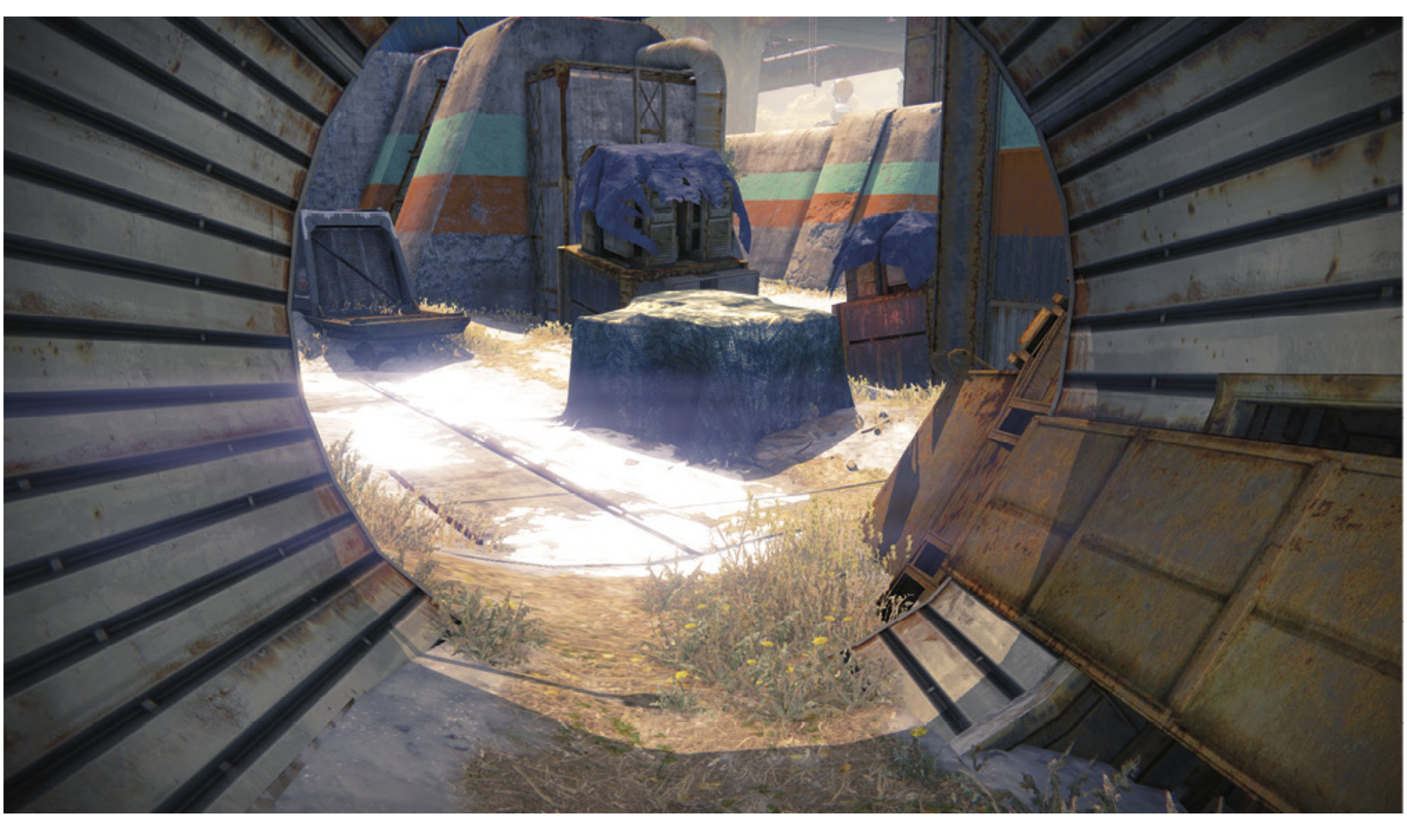
With the amount of cover present, it is fairly easy to duck away from a battle at a distance. You can also use the cover to close the gap with a known enemy position.

The central building is guaranteed to see a lot of traffic and conflict, particularly in objective modes. Consequently, don't move through it unless you're prepared to eat a barrage of grenades, supers, and opponents aiming at you as you exit.

The side building is a bit safer, and if you kick any defenders out, you can take it over and lock down the space to anyone who tries to enter.

The outer edge by the fuel lines has a fatal drop if you aren't careful, but if you are, you can use your Jump abilities to sneak around the outside of the map. This often proves useful for ambushing players too focused on the central map conflict.



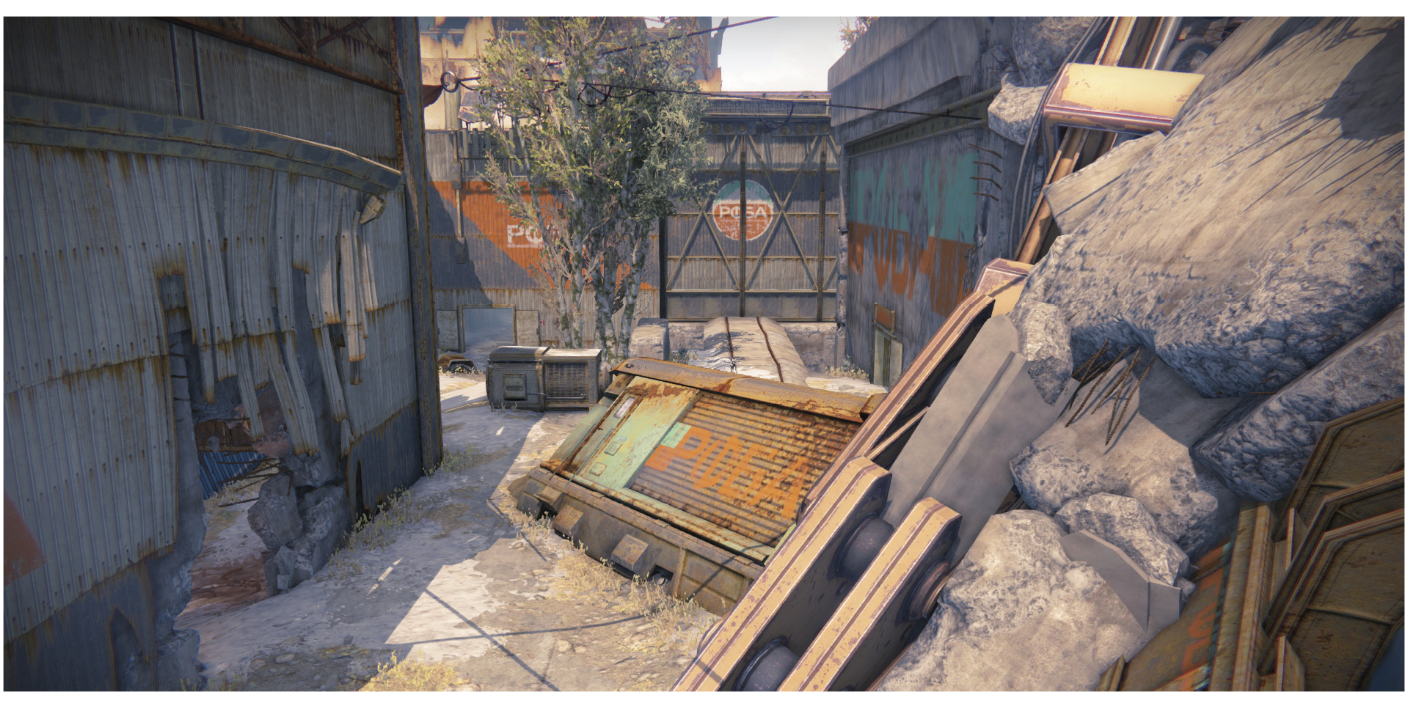


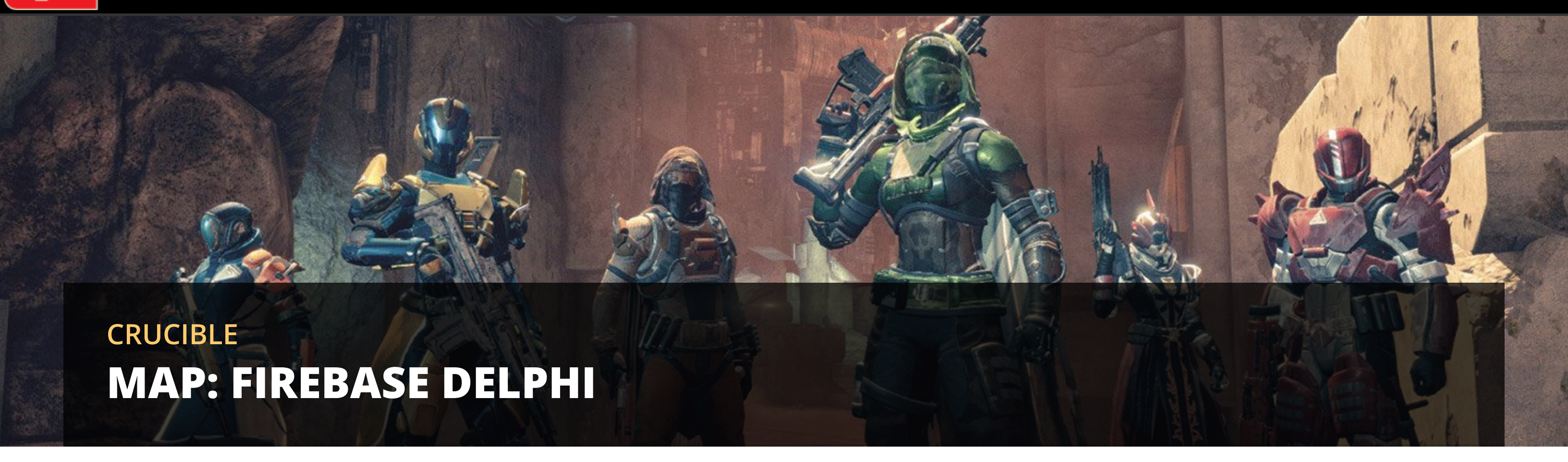
MOTION TRACKER

In this level, Motion Tracker usage is fairly easy on the edges and a bit panicked in the center.

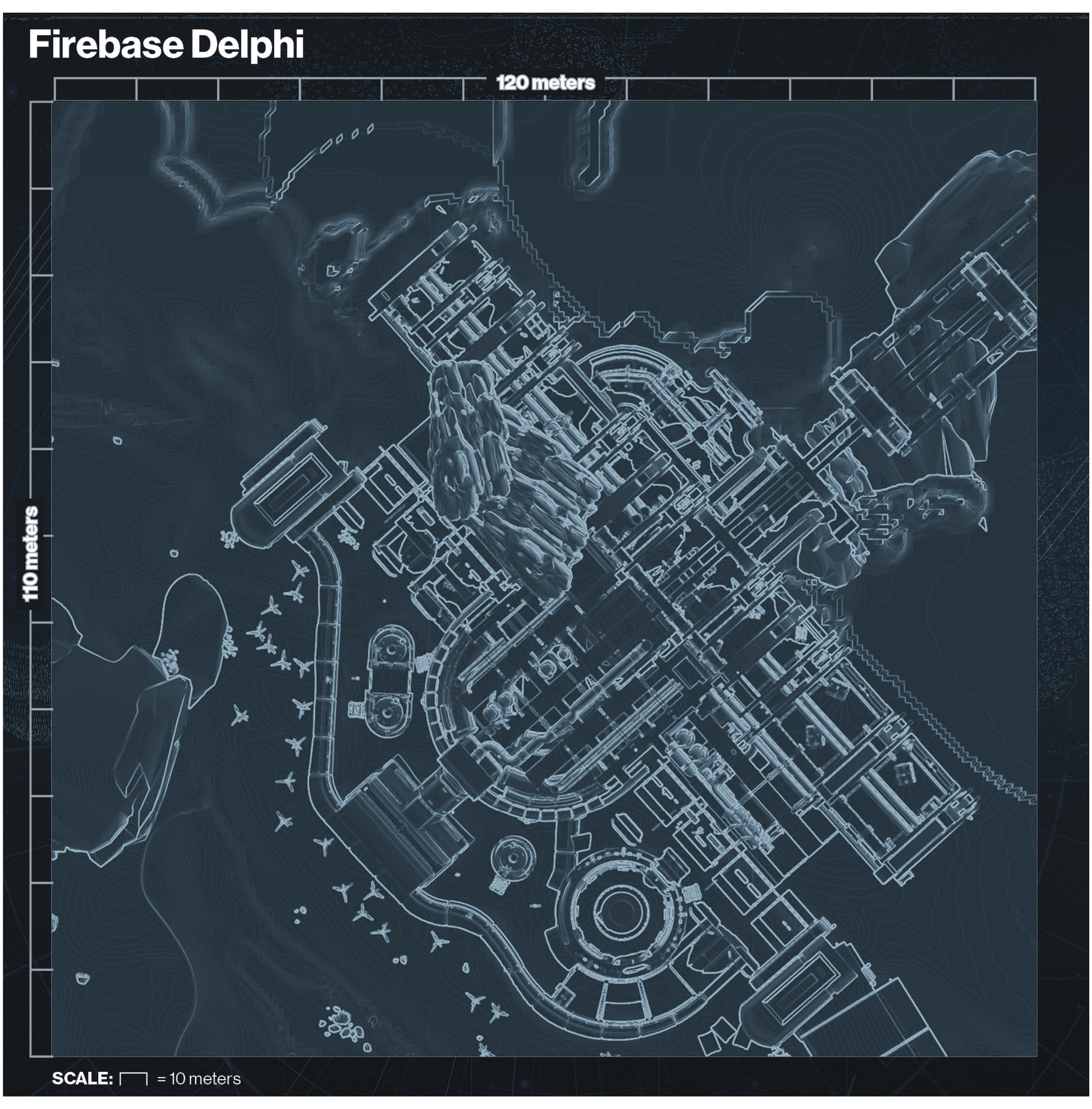
Because of the way the map is divided up into several "lanes" that stretch across the rectangular play area, you can usually figure out where an opponent is relative to your position as long as you're on one of the edges.

If you're stationed closer to the middle or in the side building, you may get a fair amount of Motion Tracker pings from enemies nearby on the other side of a wall.





MAP: FIREBASE DELPHI



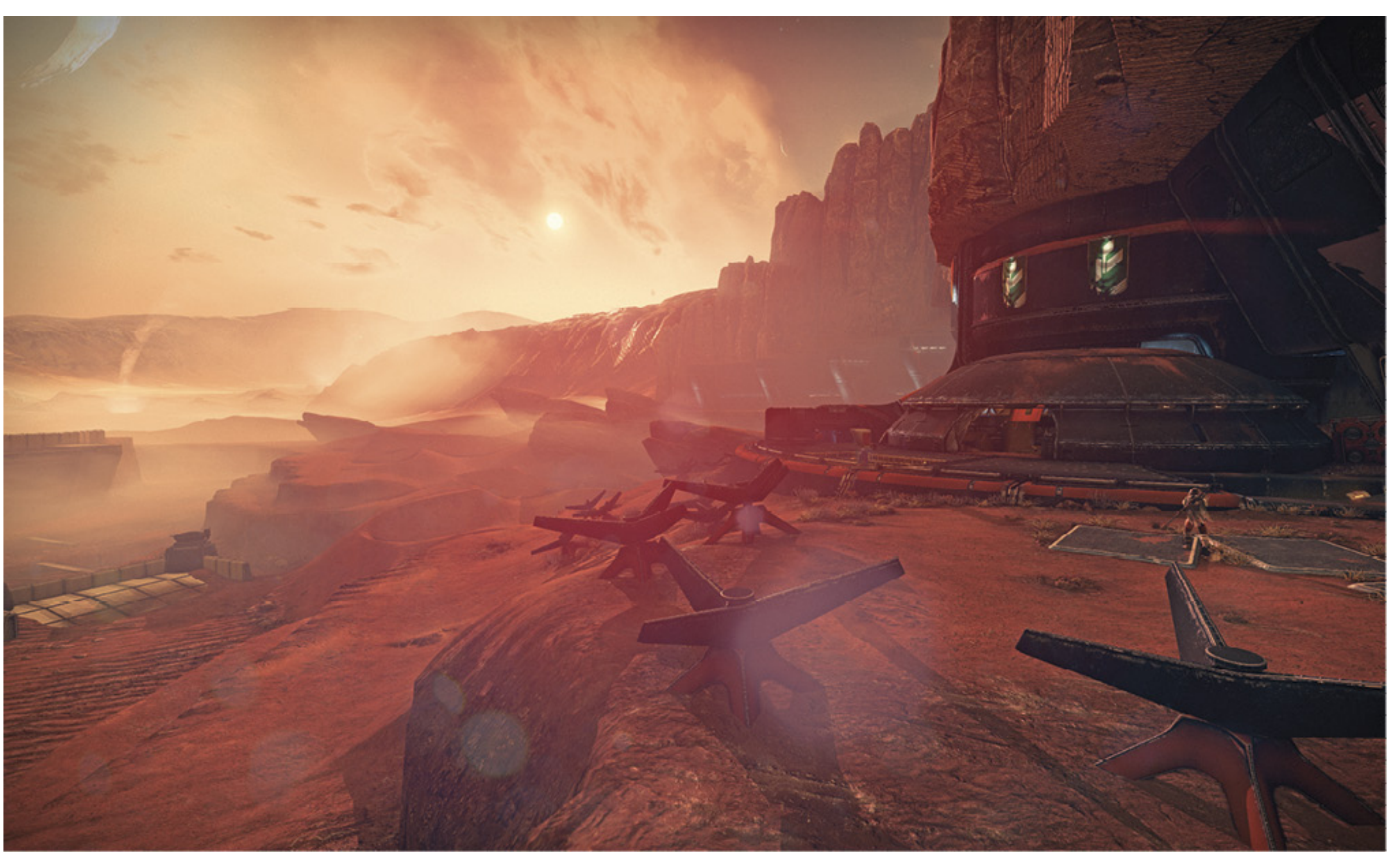
LAYOUT

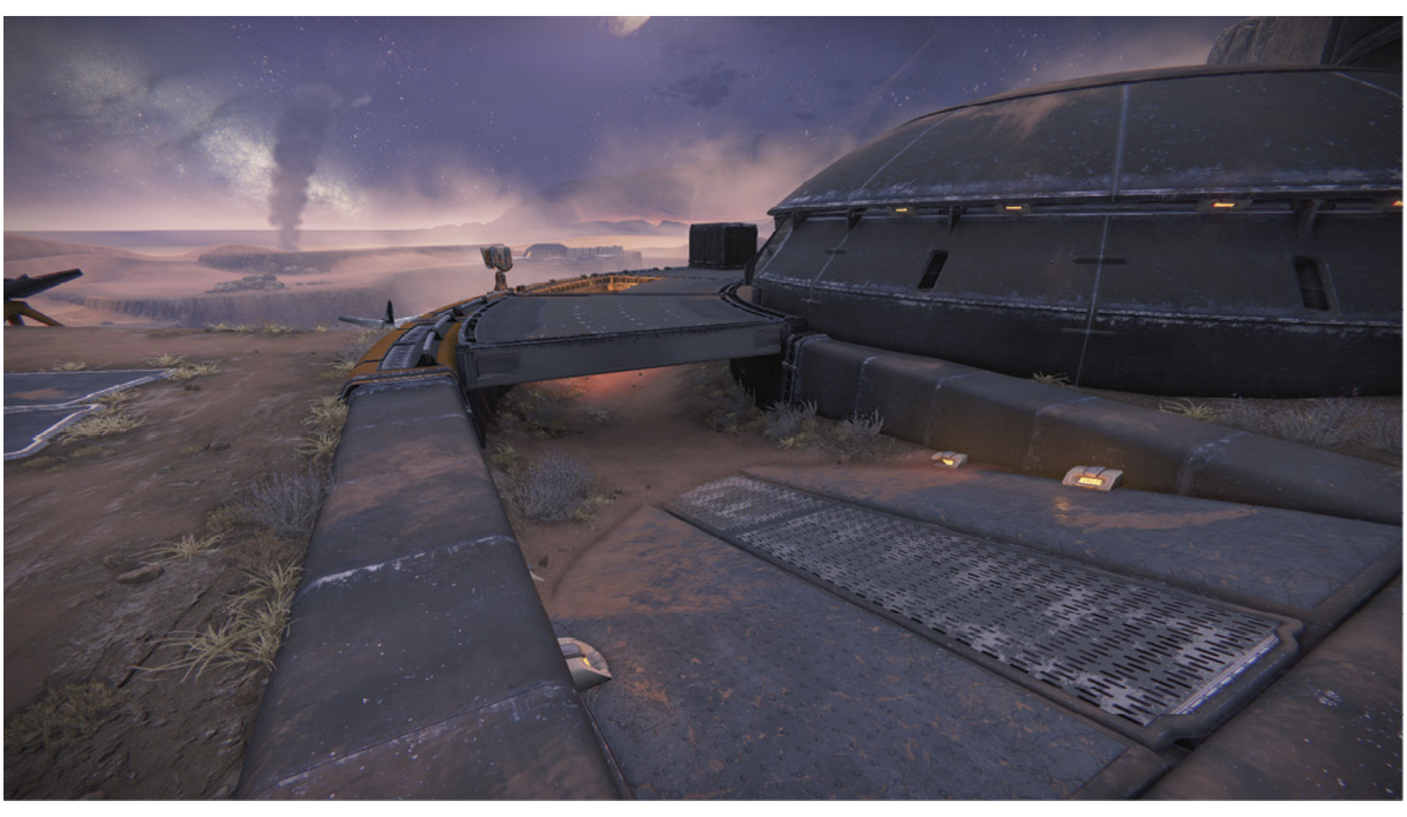
Set in a Cabal outpost, Firebase Delphi hosts a mix of combat within the facility and outside on the Martian surface.

Fitting for the Cabal's size, the interior of the firebase is large, with huge hallways and doors forming a simple interconnected network.

Outside, there is a small bunker that players can enter, as well as a U-shaped arc of terrain that stretches around the front of the base.

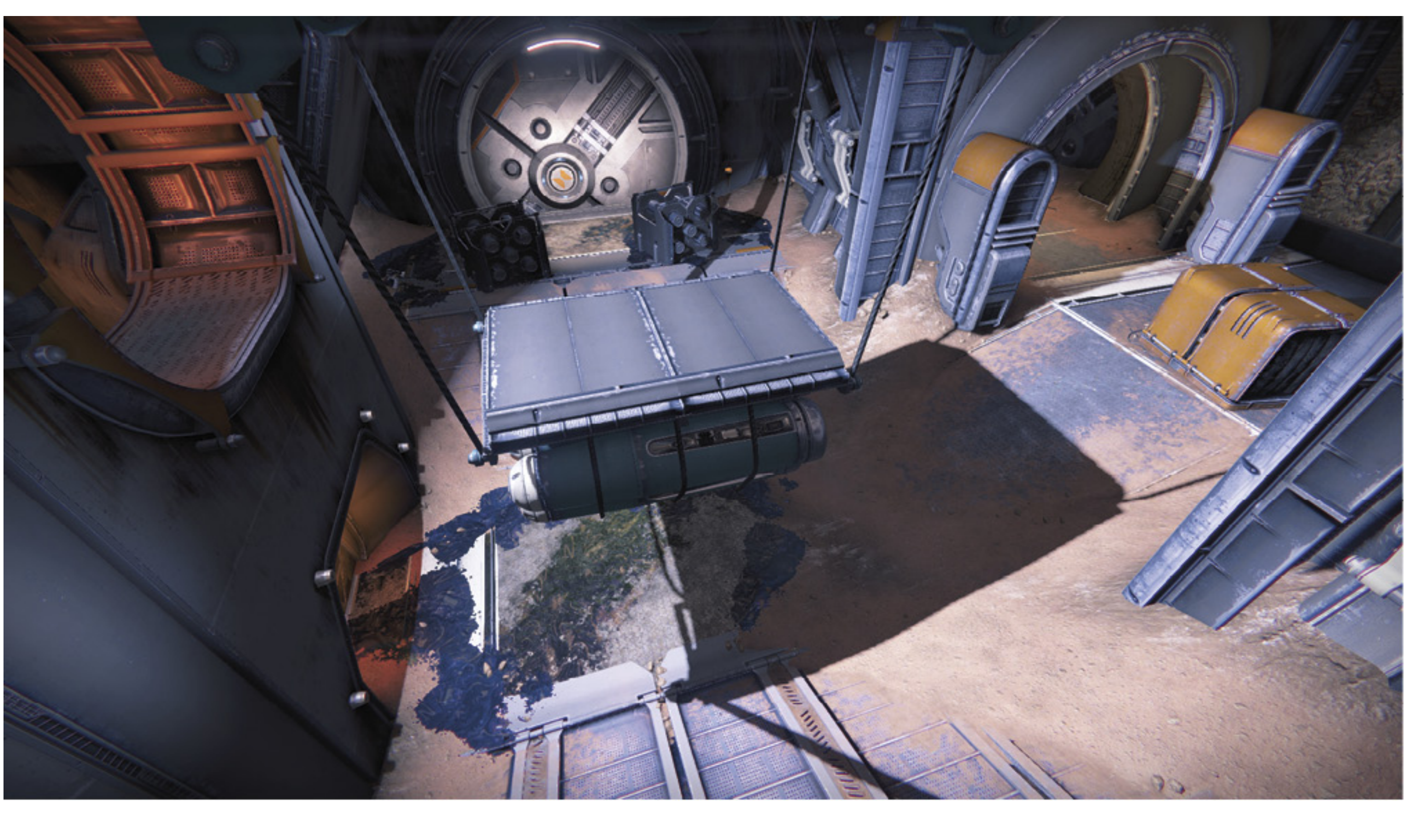
Inside the hallways, you can travel to the back of the firebase or into a command center area at the front of the base, closer to the outer defensive wall.





The command center room is a two-level affair, with an upper portion that overlooks the front yard area and a lower level that opens to the outside and the central connecting hall inside the base.

The central hallway on the map is a very high-traffic area, with four different parts of the base converging in one spot. The only thing that keeps it from being complete suicide to enter is the hanging rack of missiles that acts as a giant platform and blocks the line of sight across the hallway.

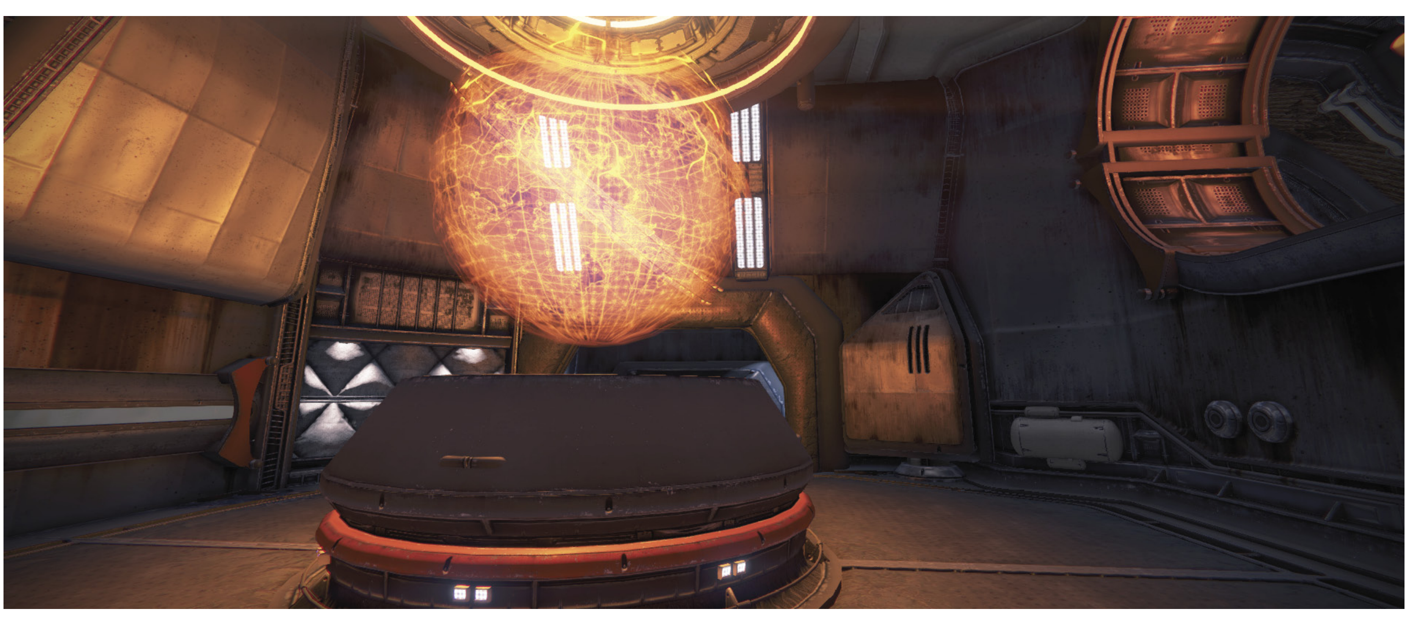


TACTICS

Flow on this map depends heavily on the mode, with objectives forcing conflict outside and then back in again. Otherwise, conflict tends to be focused in the interior hallways, particularly at all of the points connected to the central hall.

There isn't an easy way to stick to a safe "edge" of the level. No matter where you are, there are at least two ways to reach you, and one of them is going to be at your back.

With teamwork, it is quite possible to lock down the inner hallways by covering multiple directions, but solo, you may be better off sticking close (though not too close) to teammates and focusing on jointly fighting any approaching opponents.

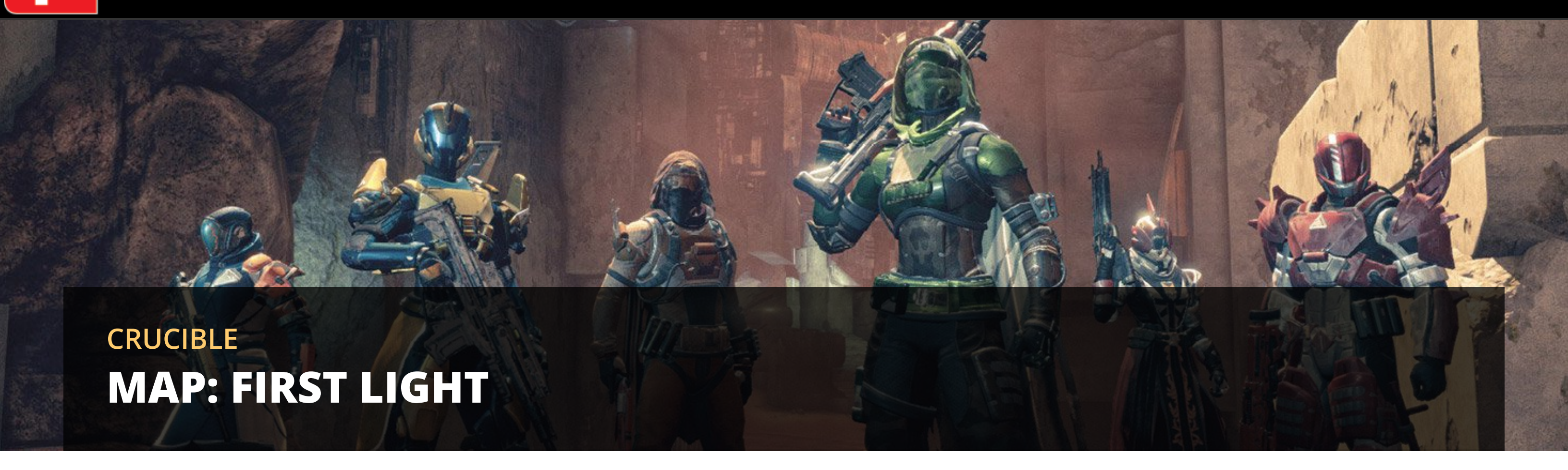


MOTION TRACKER

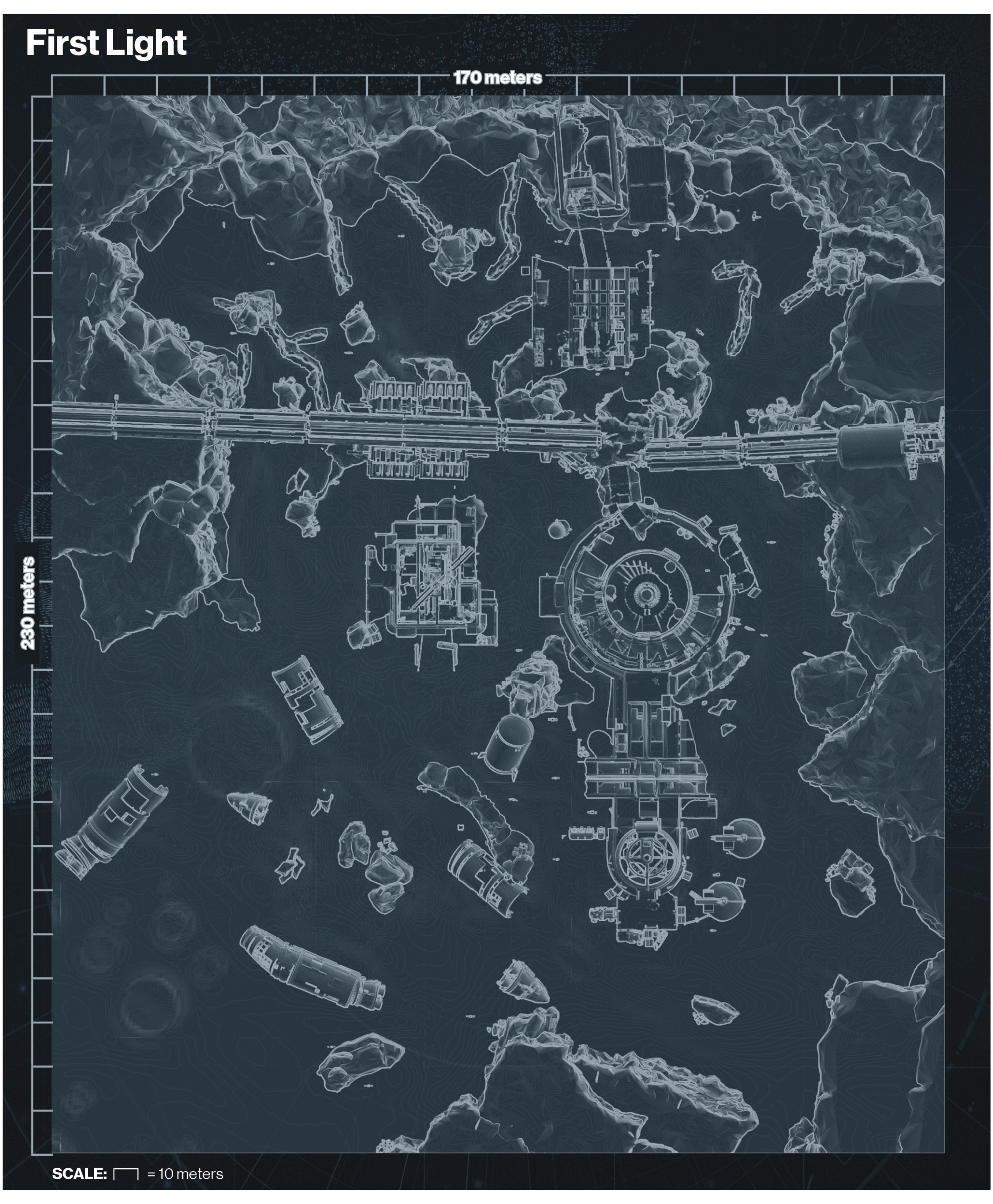
Motion Tracker usage is simple on the edges of the level where there are only a few obvious approaches, but it becomes more difficult near the center, particularly near the main intersection and the two-floor command center section.

If you're skirting the edges, you can often pick up easy kills by engaging enemies who have already joined a scrum in the center of the map, but if an objective forces you into a location with quite a few entrances and exits, only practice can teach you where adversaries are likely to attack you from.

Use the Motion Tracker to alert you of incoming foes. Even if you aren't totally certain of their position, you can use the information to back off and then re-engage when you know where they are, or push at them aggressively. As long as you stay focused on your screen and not the Motion Tracker, you shouldn't fall prey to sneaky ambushes, as most of the hallways and exterior areas are wide open.



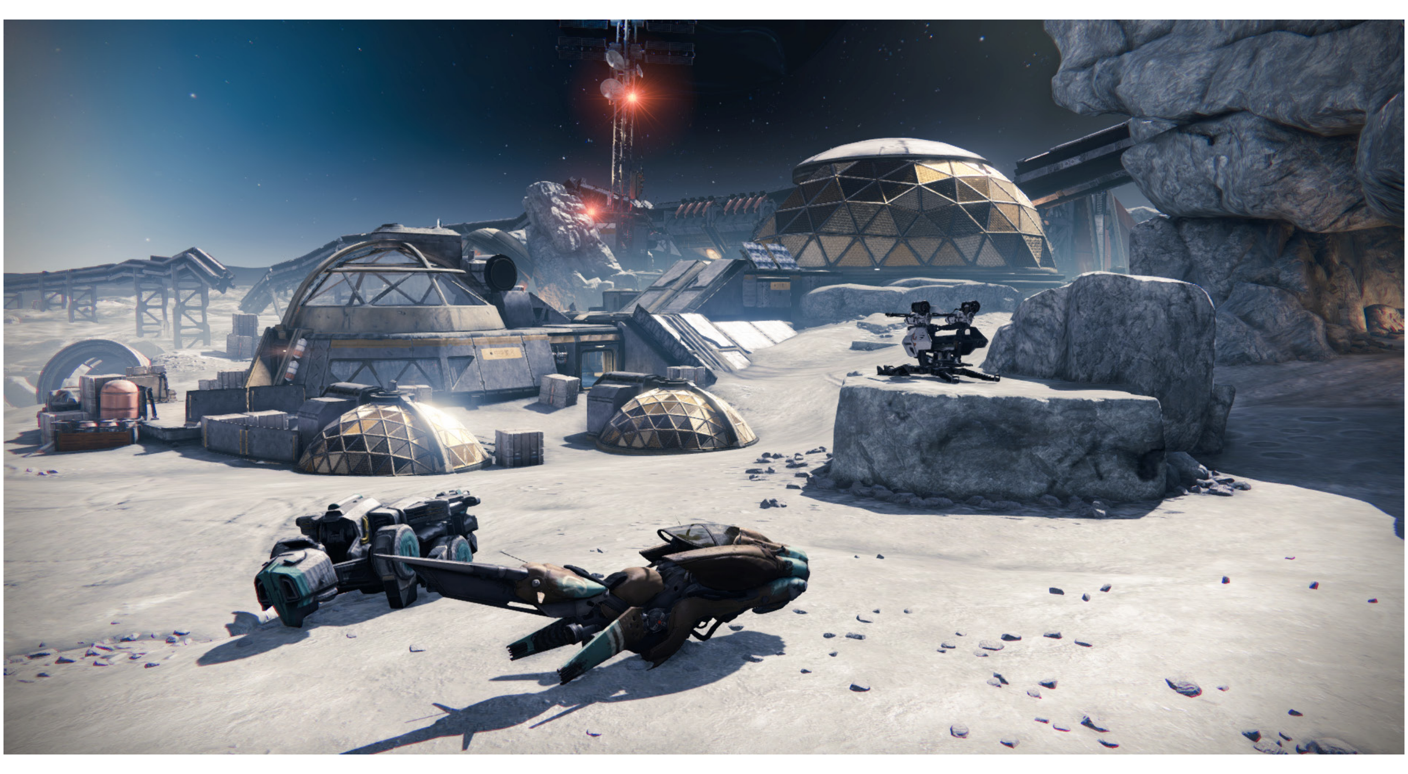
MAP: FIRST LIGHT



LAYOUT

First Light takes place in the ruins of old human research facilities on the Moon.

A wide-open map most comparable to Bastion, First Light is the second vehicle-focused map in Crucible. With a vast lunar surface around the buildings and a huge field containing the ruins of old rockets, there is a lot of open space to cover.



The map extends from the slightly higher elevation facility at the "top" of the map near the foul green glow of the Hive emanating from a crack in the Moon's crust down to the rocket field.

In the center, one long structure stretches almost the full length of the level, and it is possible to travel inside of it for most of the way. The long structure is divided up into a centrally located two-story geodesic dome and a smaller single-floor building connected to the dome.

The last structure is located up near the Hive rift. As a small structure with a blasted-out second floor, it has fairly poor lines of sight, but it can be an important location in objective modes.

There is also a secondary two-story building located off to the side of the main dome. It is possible to get onto the roof of most of the buildings on the map, as well.

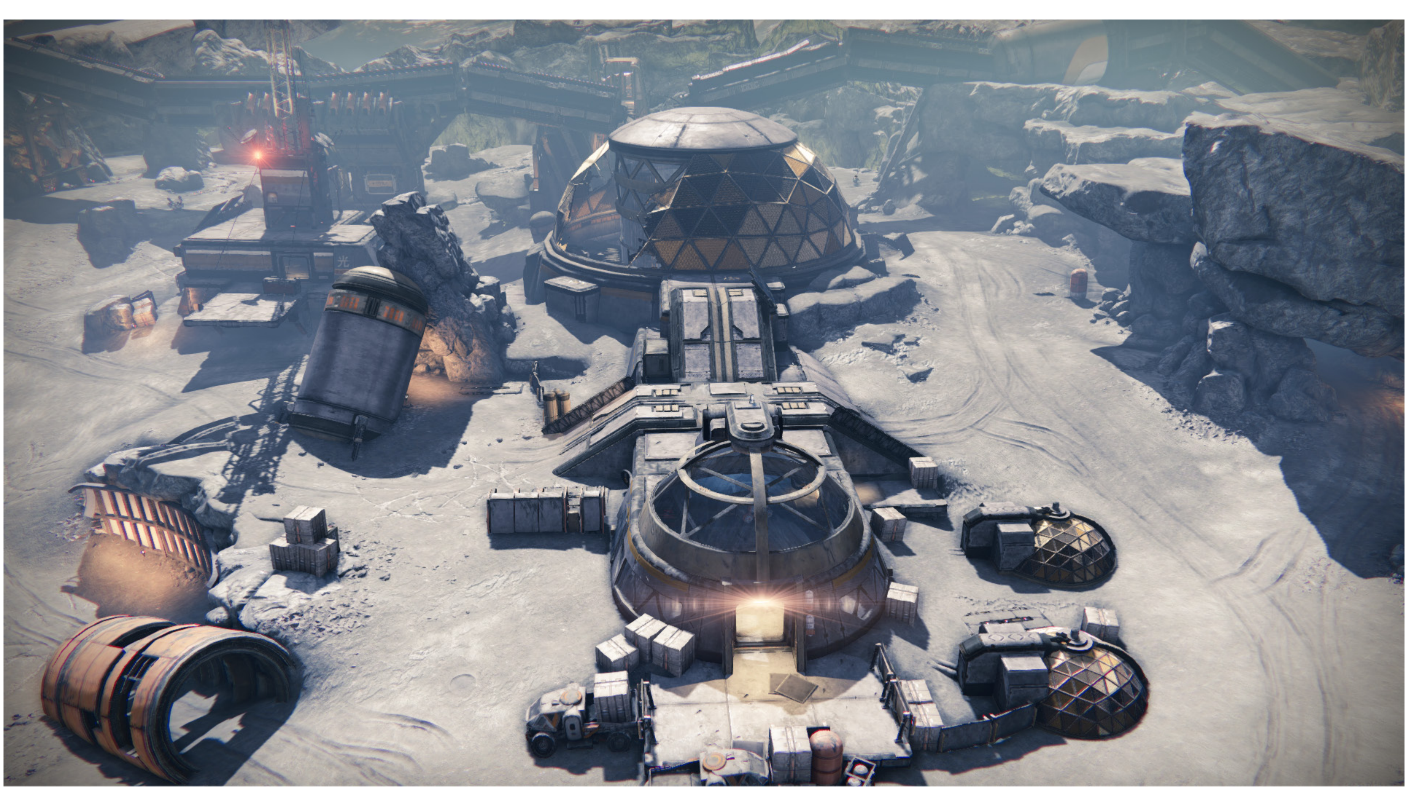
TACTICS

Be wary of snipers and long-range combat in the open. If your loadout is at all close- or medium-range focused, you should stick to the building interiors, only poking your head out to shoot at nearby targets.

The vehicles on First Light can run rampant or have almost no impact, depending on how you play. If you spend a lot of time in the open, you make a juicy target for a fast-moving Pike or Interceptor bombardment, but if you stick to the buildings, they can't do much to you.

There are also two turrets: one beside the two-story side building, and another near the caves opposite the rocket field. Both turrets can be useful for shutting down nearby vehicles if their drivers are incautious.

If you are using the vehicles, avoid (or destroy) the turrets and patrol the open roads, looking for any targets that expose themselves or foolishly leave the safety of their buildings. Inside the buildings, close-range weapons and grenades shine. You can deal a lot of damage to enemies who try to push into your space if you are aggressive with your grenades and melee. Shotguns and fast-charging fusion rifles are deadly in the interiors.



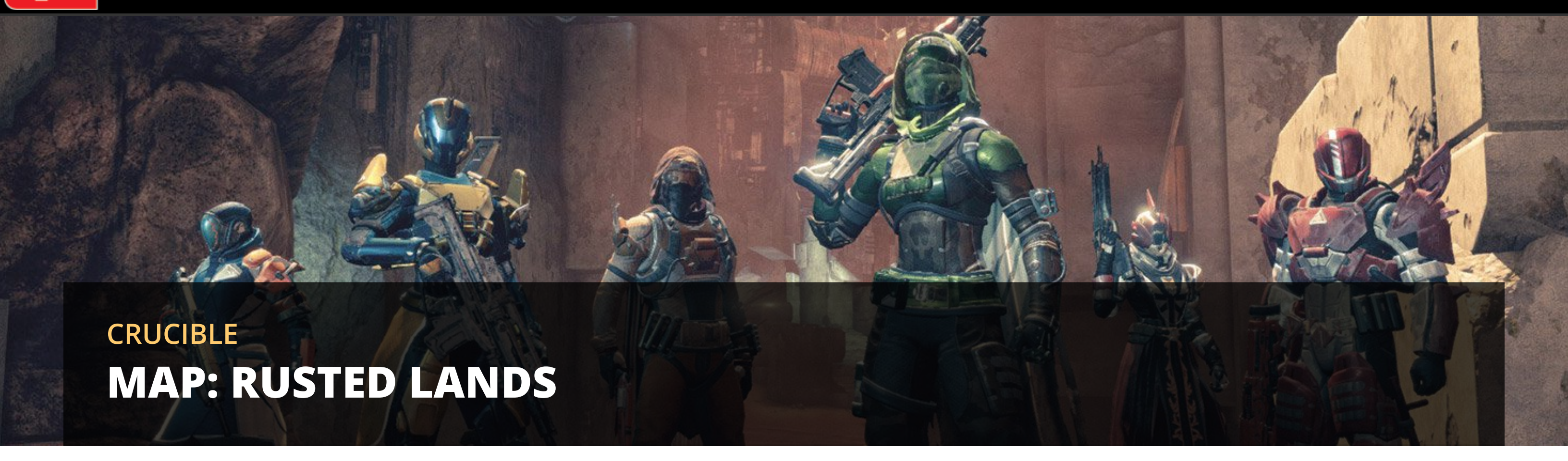
MOTION TRACKER

Your Motion Tracker can be tricky to read in the buildings because enemies can walk on top of them, as well as anywhere nearby outside. It's not uncommon to be inside a building with multiple wedges lighting up from enemy presence—and no certain lock on their positions.

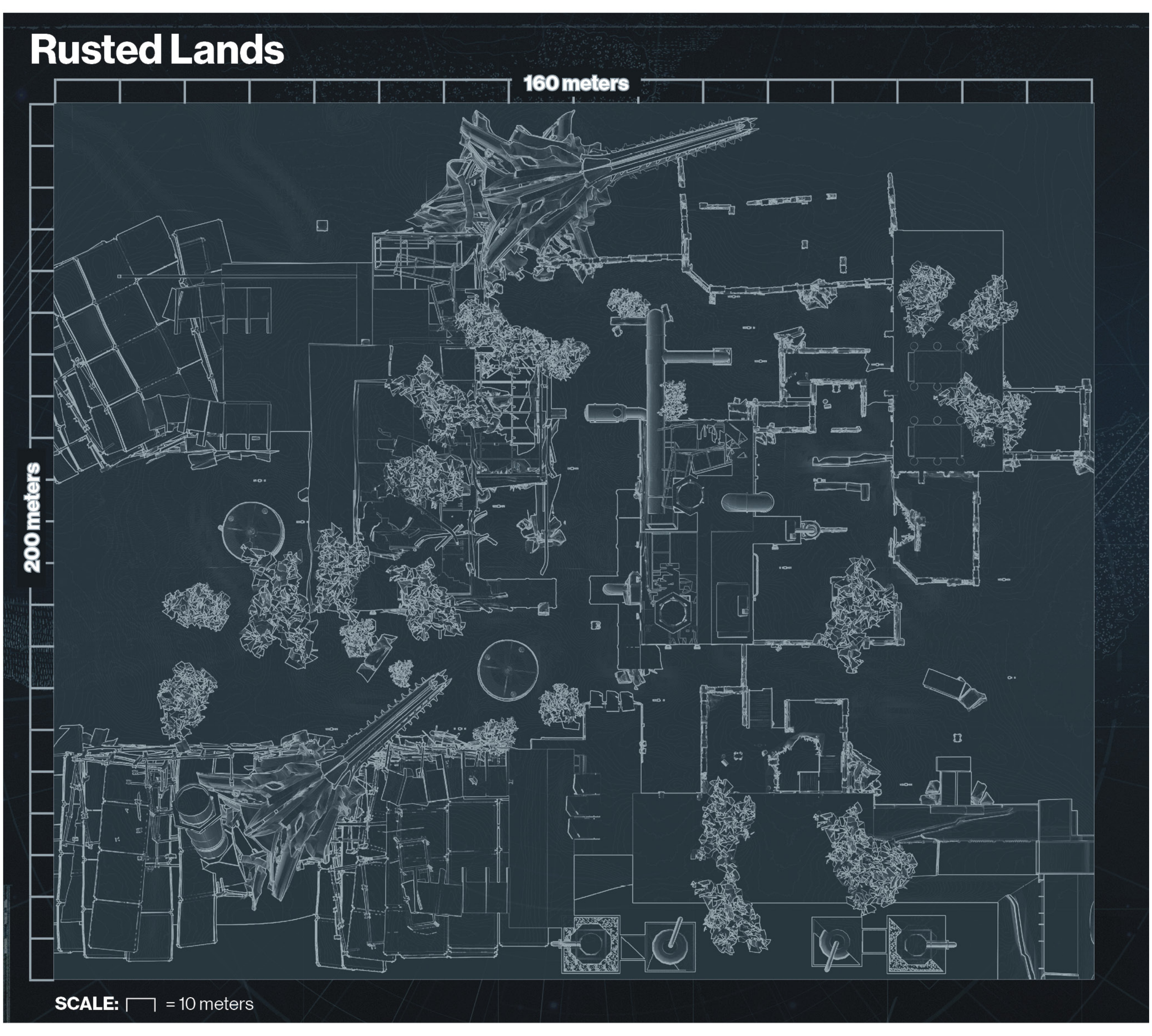
The easiest reads tend to be attackers coming into the dome. Although it has two levels, there is only one hallway stretching from it to the connected building, and you can usually move in such a way that your target must get in front of you to engage.

If you're over in the two-story building beside the dome, you can pick up on incoming enemies easily and duck out to take shots at them. Just be careful, as snipers like to watch the doors and rooftops.

Outdoors, your Motion Tracker won't pick up distant foes. Just like Bastion, look for scope gleams in the distance. Snipers love to hang out on the outskirts of the level and pick off players leaving the buildings.



MAP: RUSTED LANDS



LAYOUT

A ruined and overgrown old factory complex, Rusted Lands is a small- to medium-size square level with a mix of interior and exterior combat.

Combat tends to flow around a central lane that bisects the map, with a handful of multi-floor structures at the edges being focal points for conflict, particularly in objective modes.

The largest building on one side of the map contains a wrecked Hive ship that crashed through the roof. On the opposite side, smaller blasted-out buildings provide multi-floor elevation and cover.

Next to the large building is a central lane that sees the most traffic, and you can cross to both sides of the map via several different routes at either end of the lane or through the middle.

TACTICS

Rusted Lands rewards area domination and careful movement. If you lock down a corner of the map, you can use Motion Tracker reads to intercept any incoming foes, preferably from behind cover.

On the offense, use the multiple routes in and out of the middle to attack the building positions. Just don't approach a strongly defended structure alone.

The central lane is a bad place to be. Either travel through it in a large group at the edges, or avoid it when you see a lot of red in the area on your Motion Tracker.

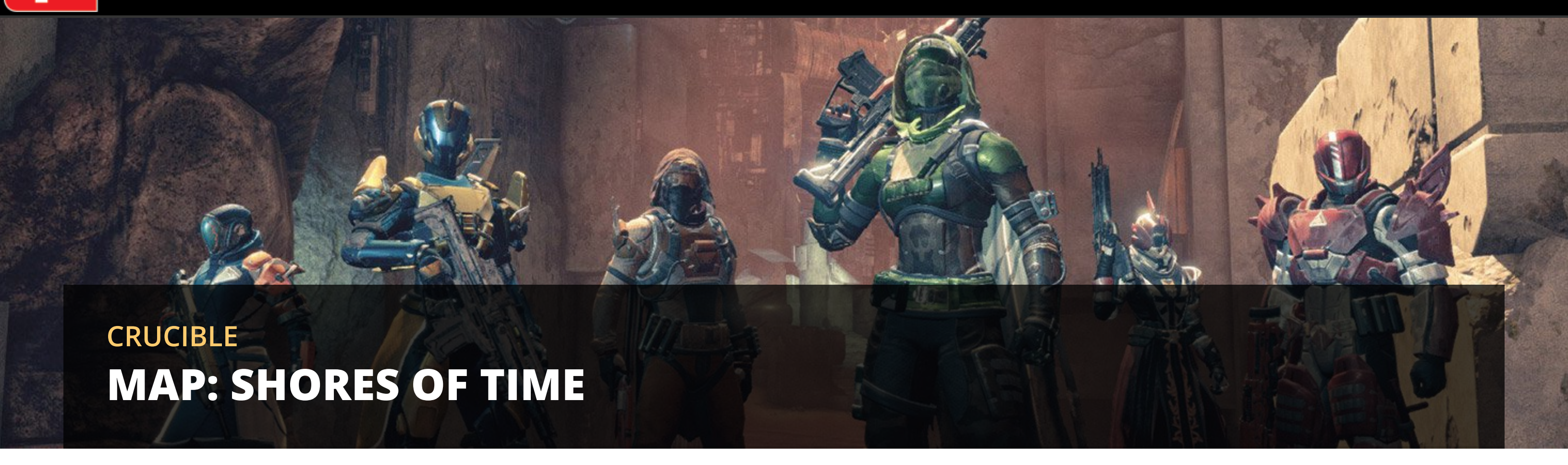
MOTION TRACKER

Rusted Lands is a poster child for Motion Tracker training: it has multiple elevations, linear lines of fire, interior and exterior areas, a central hot spot, and corners that you can use to get easy directional reads.

Use Rusted Lands to practice your Motion Tracker reads. It is easiest to use by patrolling the edges of the level and picking up on enemies ahead of you, but you can also use it while defending any strong point on the map to get a read on incoming foes.

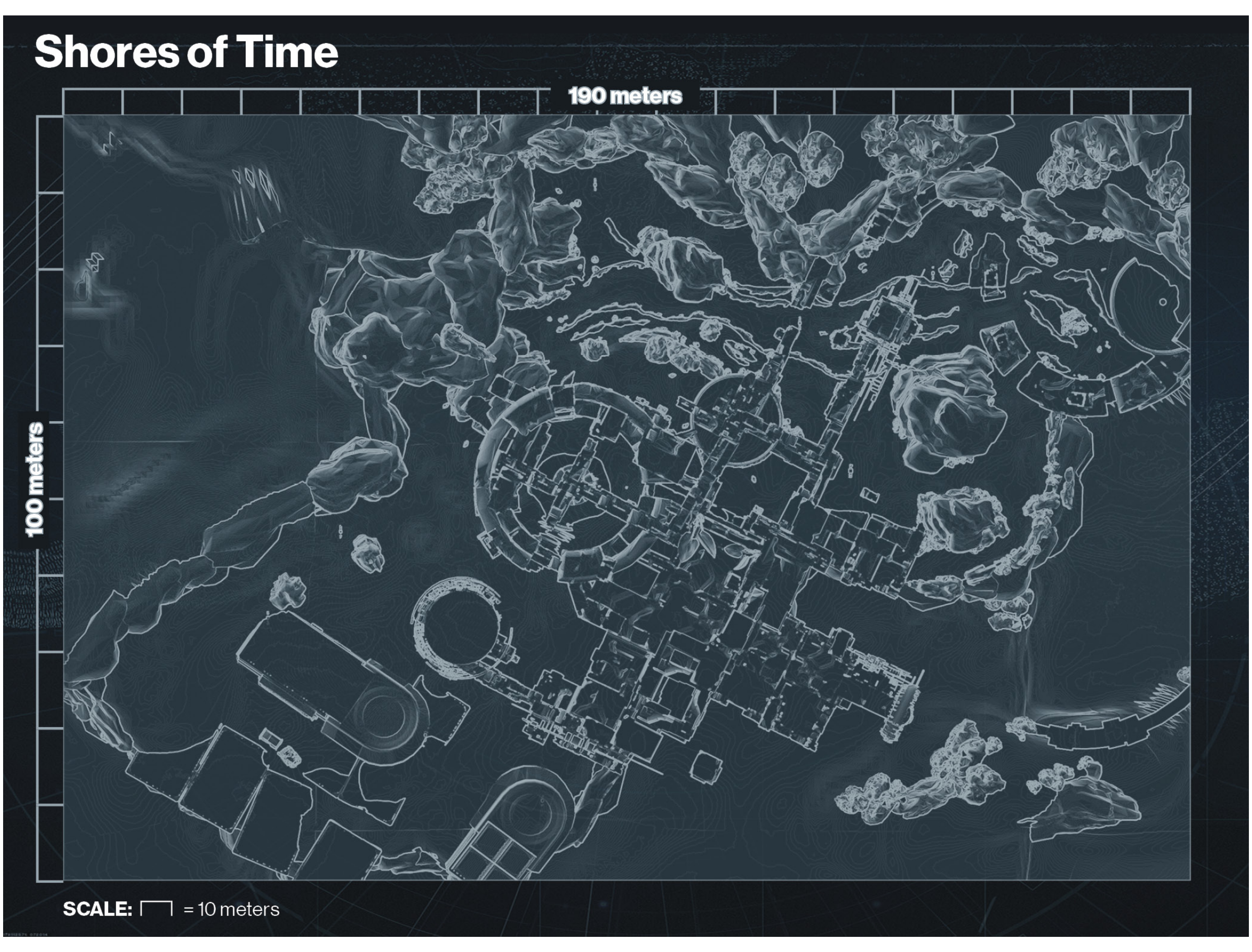
Also, learn to pay attention to dim wedges, indicating attackers below you. While they are easy to spot due to the map layout, this will help train you in recognizing when enemies are below you from a glance at the Motion Tracker. This is very useful on some of the more complex multi-layered maps.

In the center of the map, don't be too surprised to see multiple wedges lighting up at once and coming toward your position. Even an uncoordinated team may often end up pushing on a position from multiple directions by taking different routes through the center lane.



CRUCIBLE

MAP: SHORES OF TIME

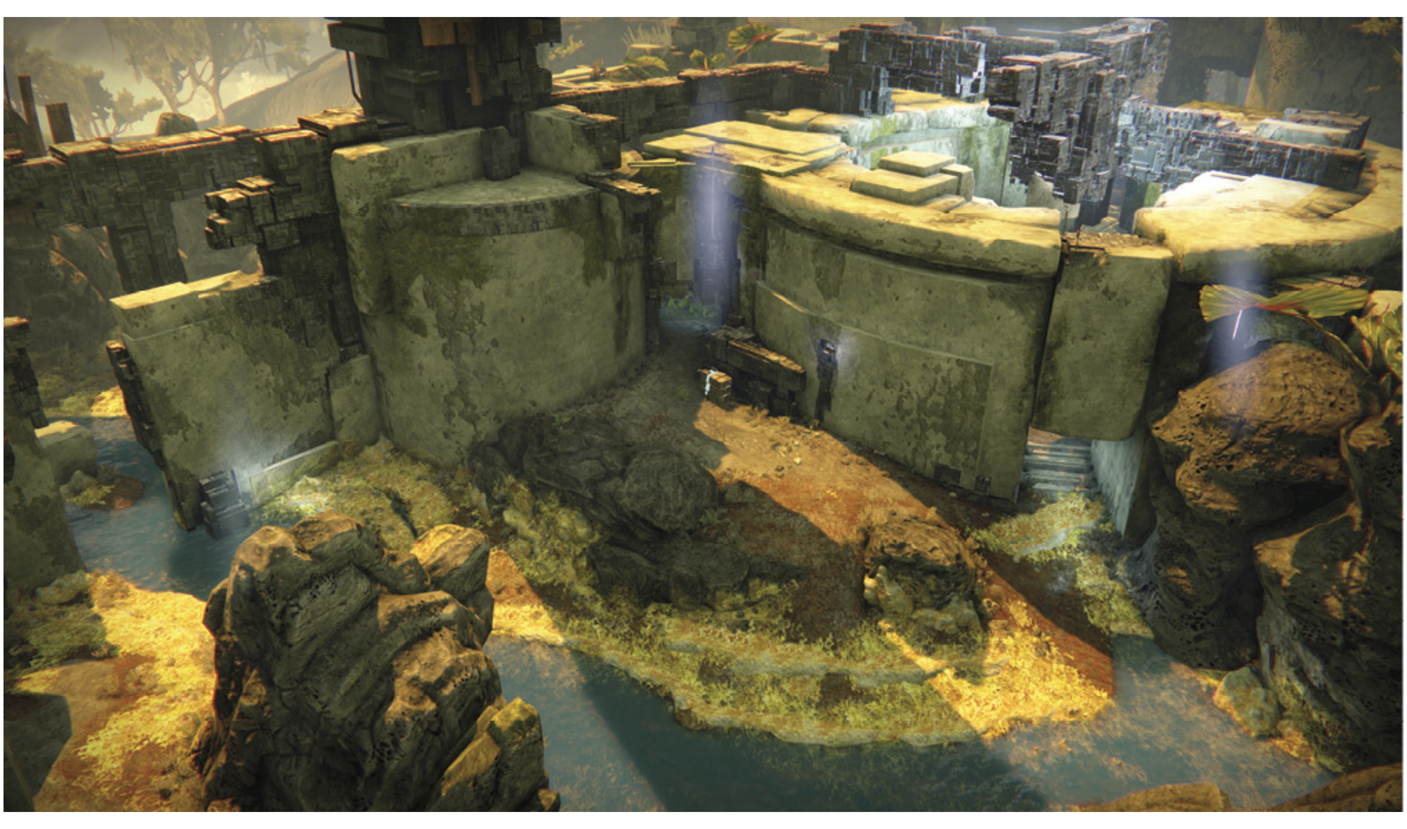


LAYOUT

A deceptively complex layout, the Shores of Time takes place in the jungles of Venus, outside a ruined human outpost.

A centrally located Vex structure dominates the landscape, while portions of a jungle, a cave complex, and a river run through the edges of the level.

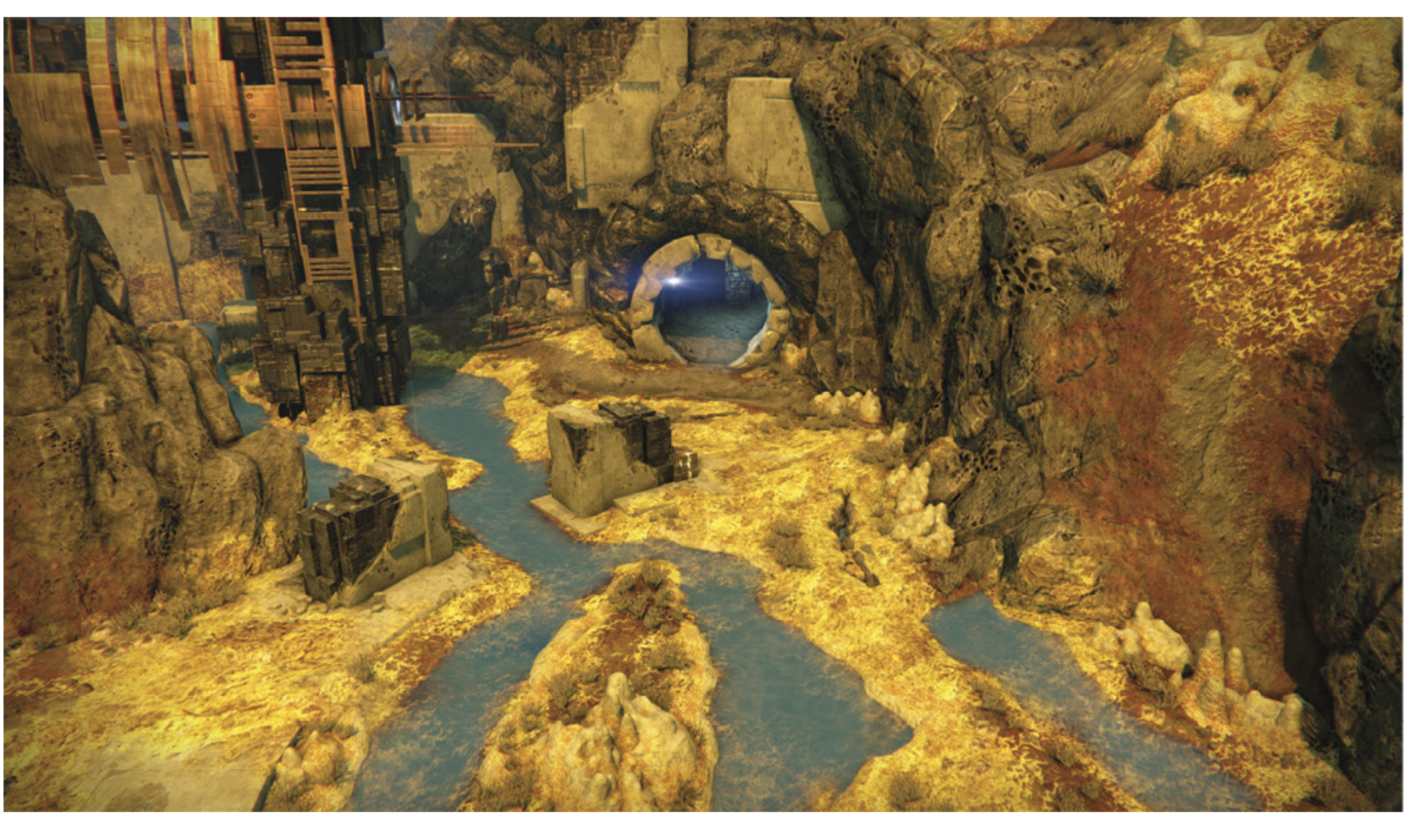
Part of the map around the Vex structure consists of sheer cliffs. If you aren't careful, it is quite possible to plunge to your death during a fight on the edges.



The Vex structure is centrally located and has a circular flow in and around it. This makes it both the fastest way from one side of the map to the other and a very dangerous place to linger, as traffic flows through it constantly.

While this level initially appears to have very constrained sightlines, there are some surprisingly long lines of sight around the edges of the level. Well-positioned snipers can cover lines from "corners" of the level, so be careful when pushing around the outside of the map.

The cave area contains several objectives and one of the heavy ammo spawns, so even though it is somewhat out of the way, it tends to see traffic in objective play.



TACTICS

There are several ways to play Shores of Time effectively. You can post up on the outskirts of the map and attempt to lock down the area, intercepting anyone who approaches.

Alternately, with a close-range setup and build, you can sweep through the center of the map, clearing it out and poking out briefly to attack anyone on any side of the level.

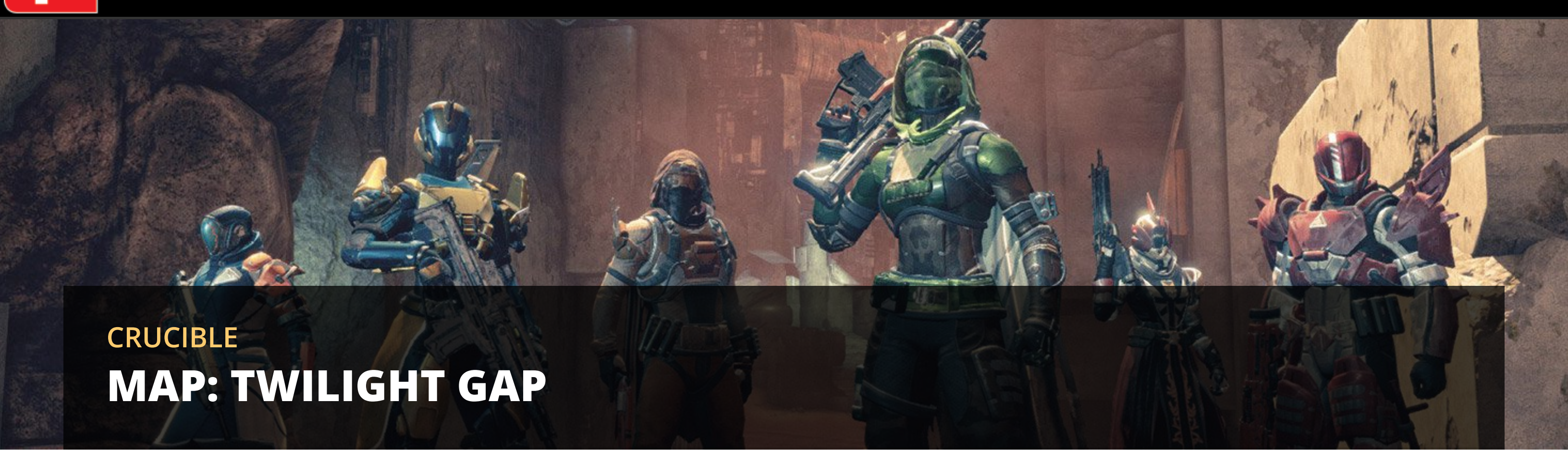
A balanced playstyle will see you roaming the map, only occasionally passing through the center to bypass a tough enemy position.

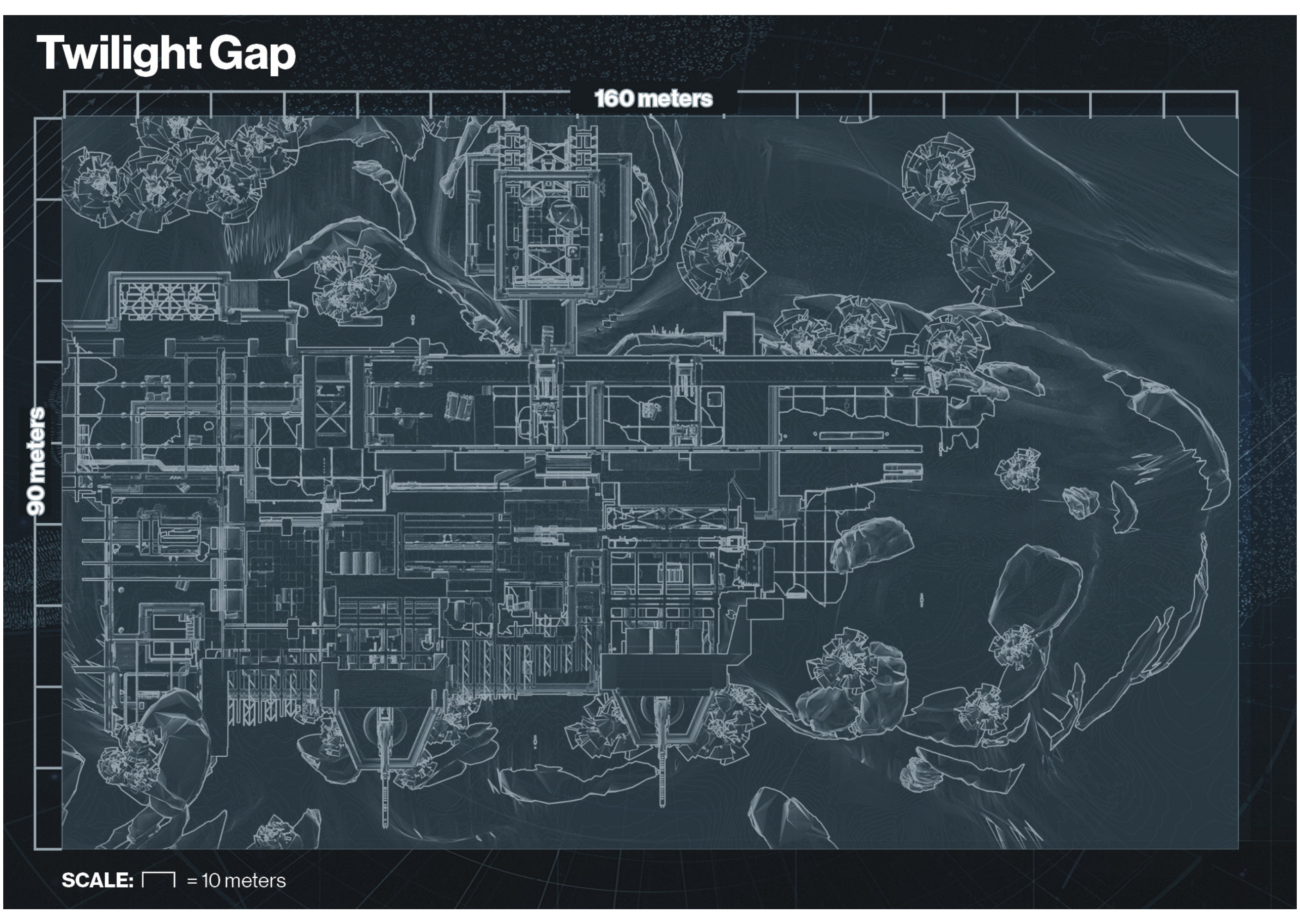
If you are playing with an organized team, coordinating a push on any edge of the level by having one player move on the outside and one player move through the center can give you a powerful advantage, with one player drawing fire and the second flanking the occupied enemies.

MOTION TRACKER

Motion Tracker usage is fairly easy on this level. Just be careful in the middle, as high traffic nearby can give you confused reads.

On the outskirts, spotting incoming enemies from a distance on the Motion Tracker is easy, and this is one of the few levels where crouching behind cover can still provide good protection and a line of sight with little fear of an ambush. Doing so dampens your own Motion Tracker signature and gives you a chance at an ambush.



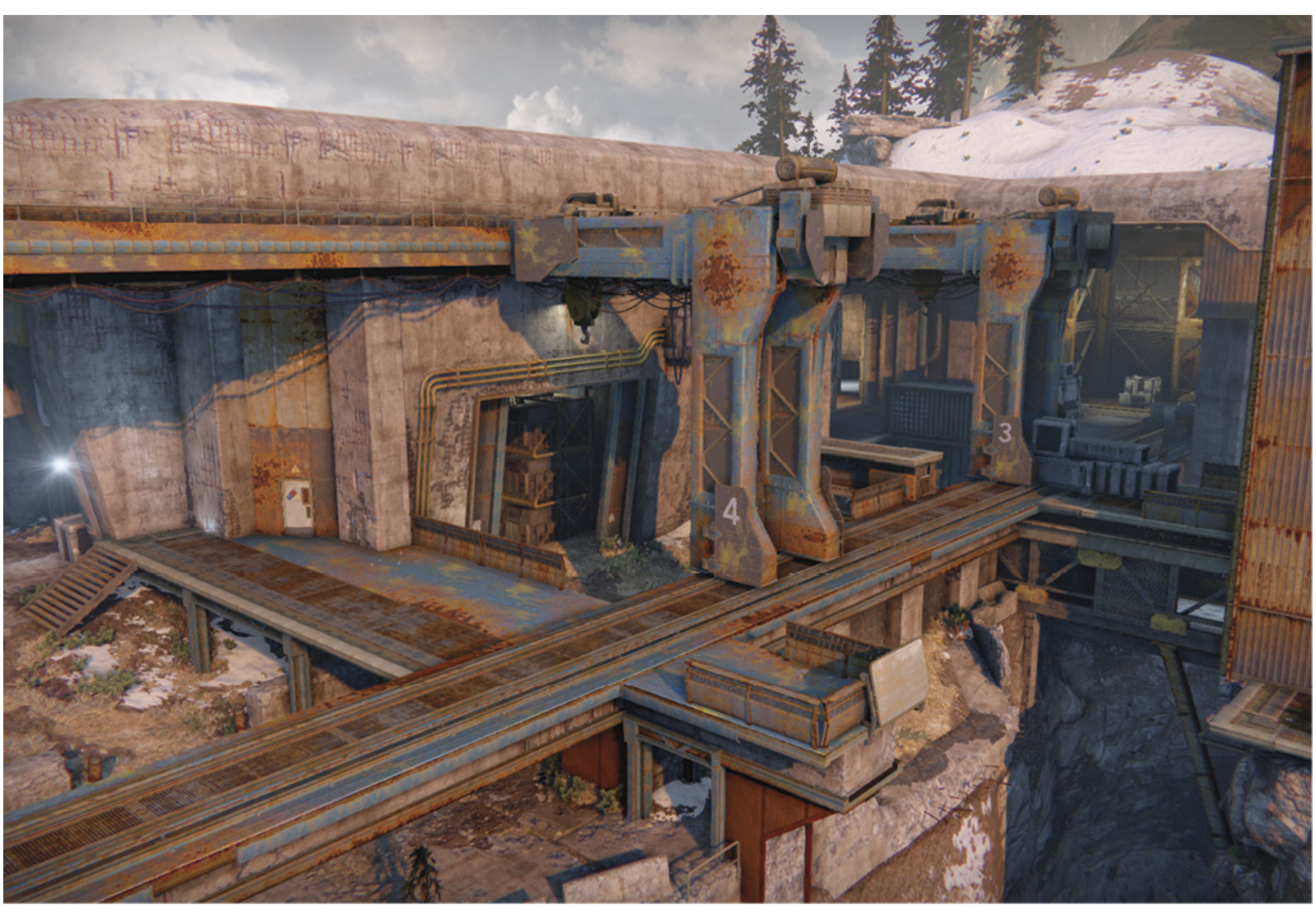


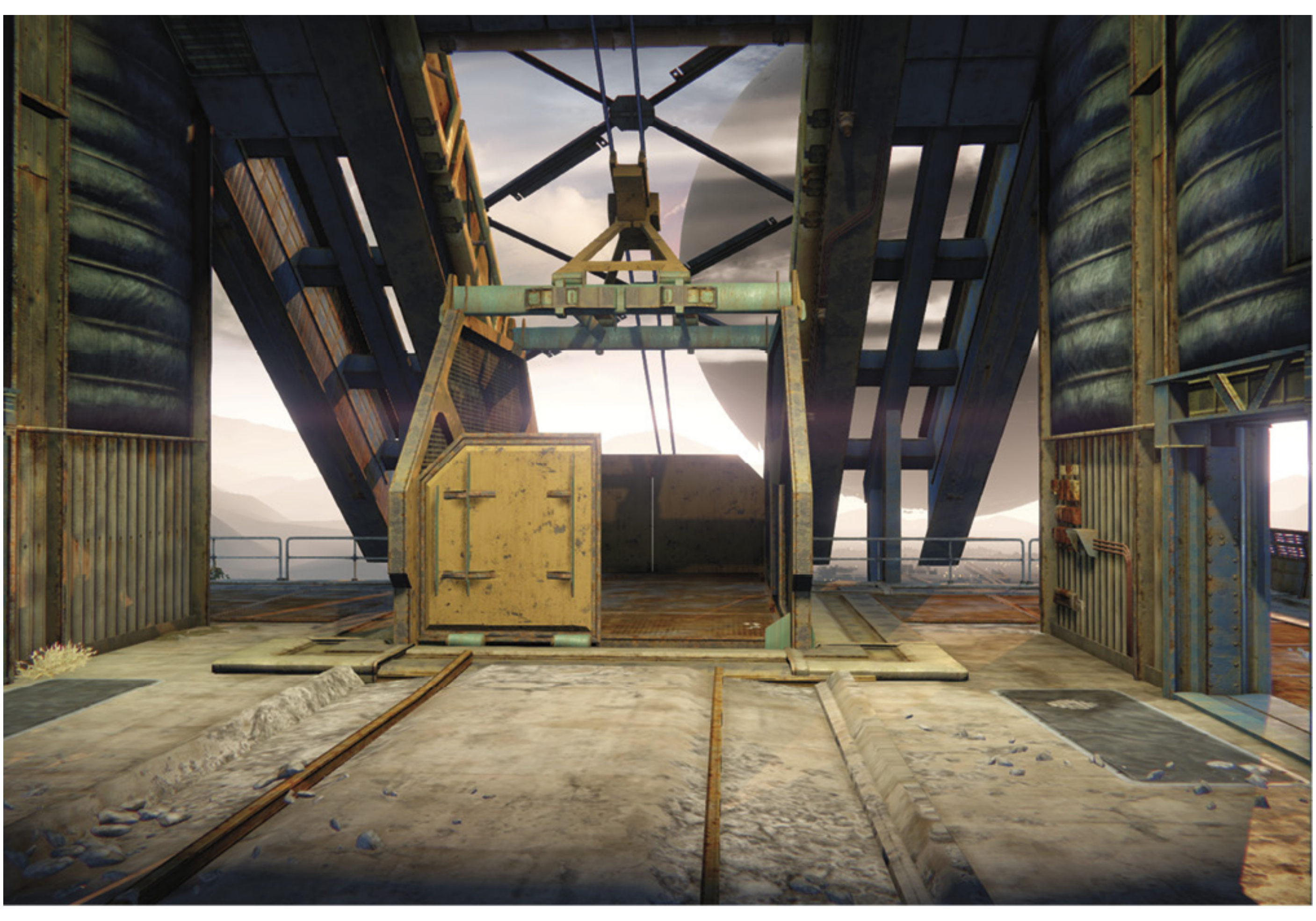
LAYOUT

Sitting along the battered edge of the massive wall that rings the Tower and the City, the Traveler is visible hanging in the sky not far from the battlegrounds of Twilight Gap.

Twilight Gap is a fortified defensive structure and the site of a major battle against forces seeking to penetrate the City's defensive line and devastate the Guardians' last stronghold. Twilight Gap is a multi-level complex, built into a mountaintop. Parts of the level are outside the complex amongst the boulders and snow.

The structure itself consists of a "front" side business end with multiple cannons aimed into the distance. Behind the cannons, a series of loading arms and service catwalks makes up the multi-level support facility. There is also a small radar facility at the "back" of the map, which is connected to a cable car that leads back down to the City. The overall shape of the map is roughly rectangular, running end to end behind the cannons. The catwalks and the second floor of the facility add multiple levels of elevation from the front cannons to the rear radar building.





TACTICS

Twilight Gap heavily rewards team play and severely punishes lone wolf assaults.

Because there are multiple routes (and multiple elevations) connecting almost any part of the map center, it is very easy to finish a fight and get ambushed from the flank or rear.

If you fight near teammates, even though you are still likely to draw attention, sometimes from an awkward angle, you have much better odds of coming out on top.

If you insist on running alone, stick to the edges of the map. The two outer areas in the rocks and trees and the radar room can all give you lines of sight and clean Motion Tracker reads on nearby foes.

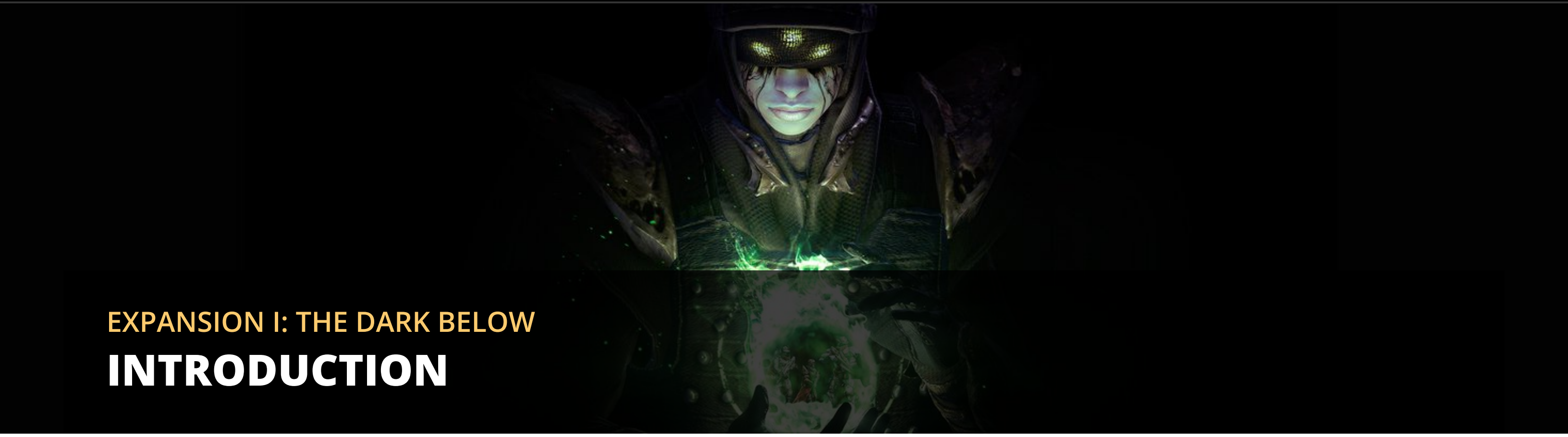
When moving through the interior of the facility, don't linger in any place that has multiple routes in and out. You want to get to an objective area or dislodge an enemy position and move on before reinforcements can arrive.

MOTION TRACKER

Motion Tracker reads can be rough on Twilight Gap. If you are anywhere in the middle of the map, your Motion Tracker can light up in a confused mass of red.

To dull the confusion, stick to the outer edges of the map, and when pushing through the middle, focus on the presence and rough direction of your opponents. Keep your eyes on the screen, not on the Motion Tracker.

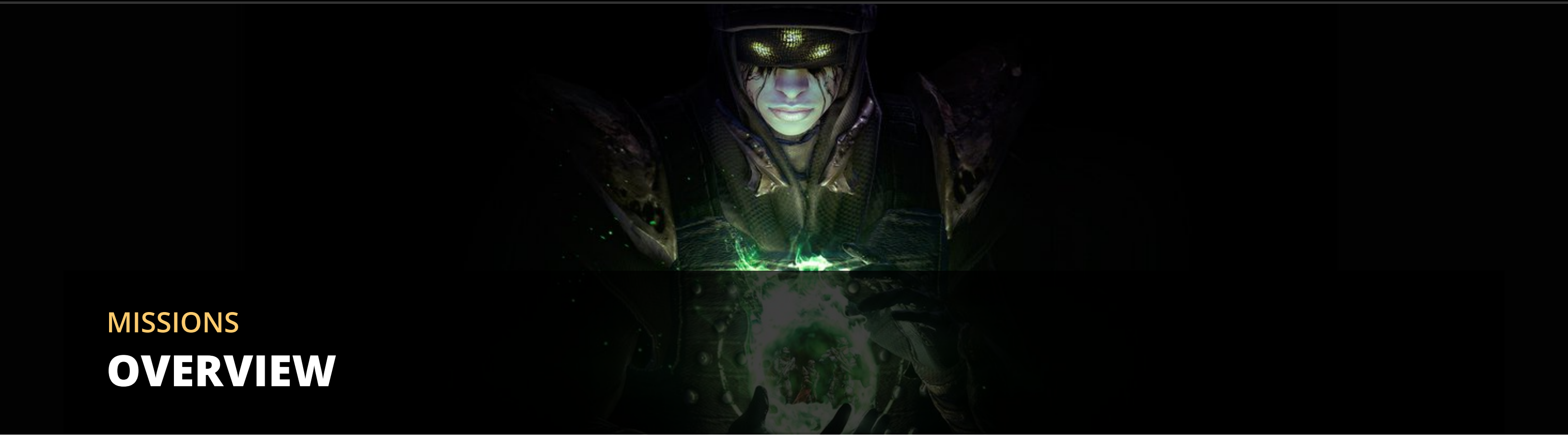
With practice, determining enemy positions gets easier, but the multi-level nature of the center and the multiple routes never make it 100% against evasive and mobile adversaries. Learn to use the Motion Tracker to narrow down the likely options, rather than assuming that any are fully eliminated.



EXPANSION I: THE DARK BELOW

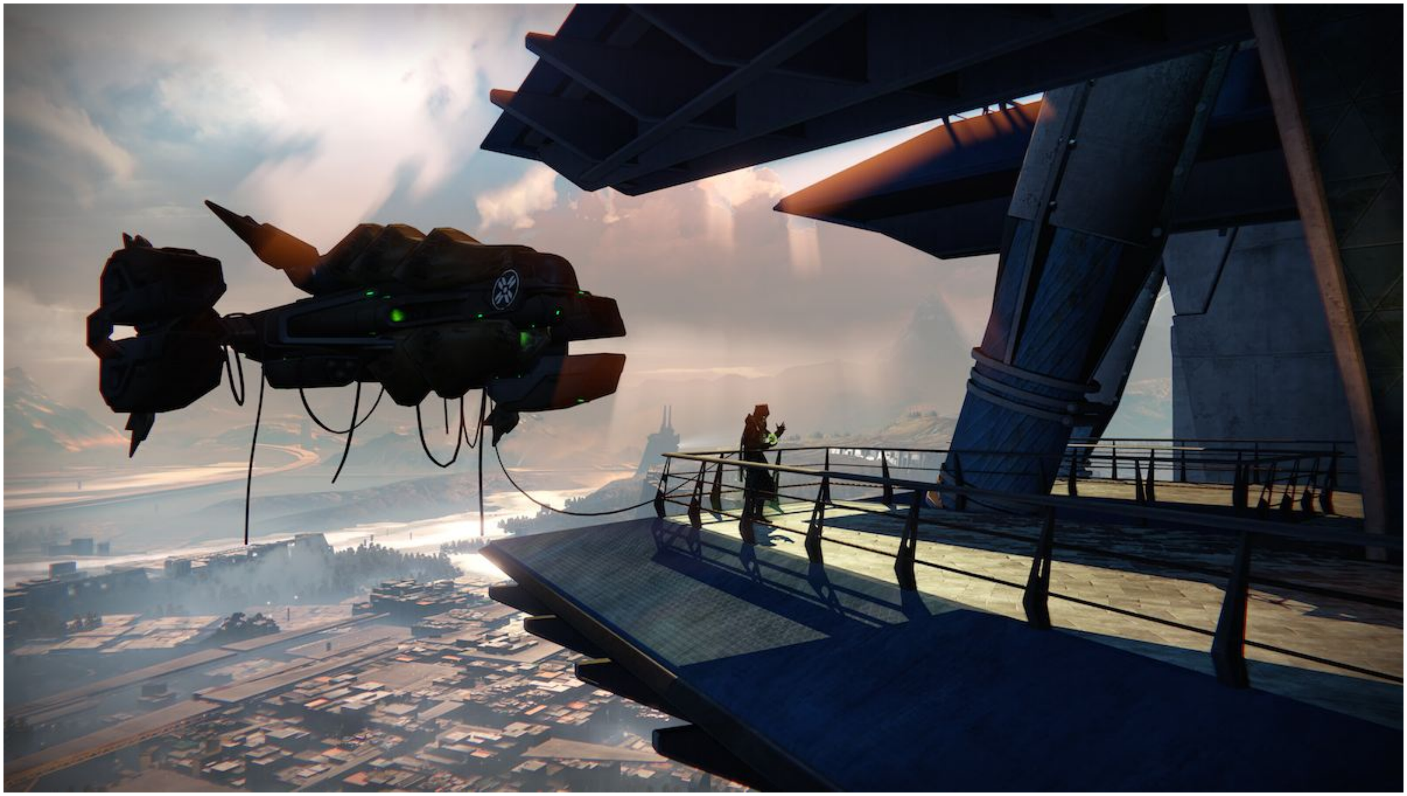
INTRODUCTION

After years of hiding amongst the Hive shadows, a new character, Eris, has come forth bearing an ominous warning: The Hive seek to summon a god, Crota, to destroy the Earth. Find her in the Tower to complete her quests and three new story missions, increase your Guardian's Light, and earn the weapons and armor needed to face what awaits in the Dark Below.

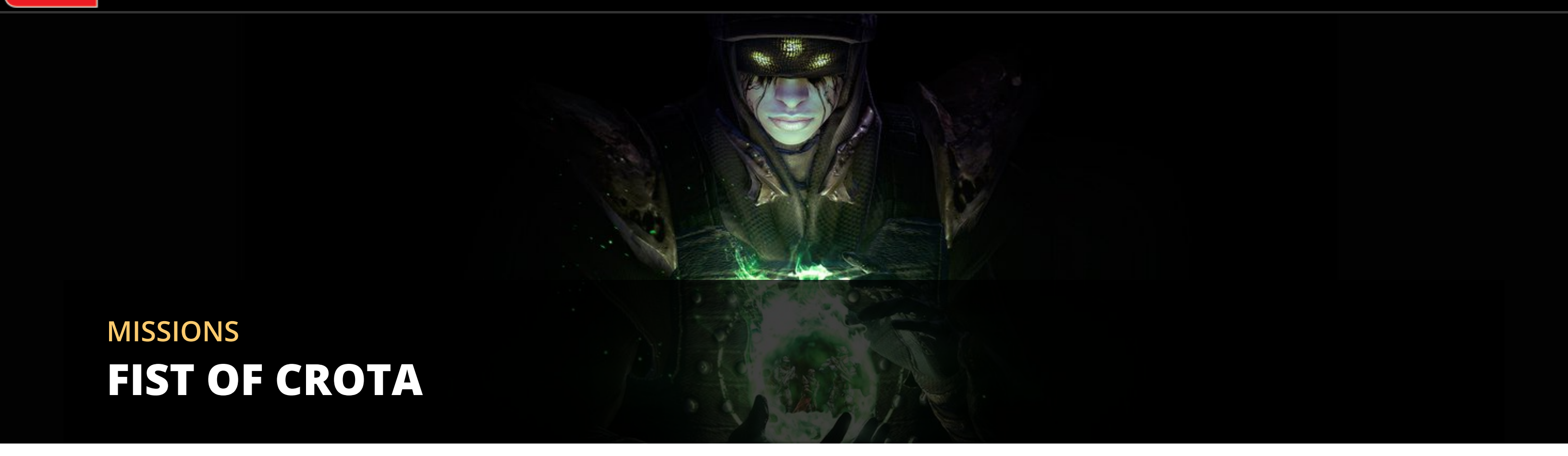


MISSIONS

OVERVIEW



The Dark Below Expansion contains three new story missions that take place on the Earth and its Moon. To begin the story missions, simply visit Eris Morn in the Tower to the left of the Tower North entrance.



FIST OF CROTA

Level 24 Story / Old Russia, Earth

Enemy Races: Hive, Fallen

Suggested Damage Type: Solar, Arc

Rewards: Armor Upgrade, Cryptarch Engram, XP Bonus

Objective: Find Sardon, The Fist of Crota

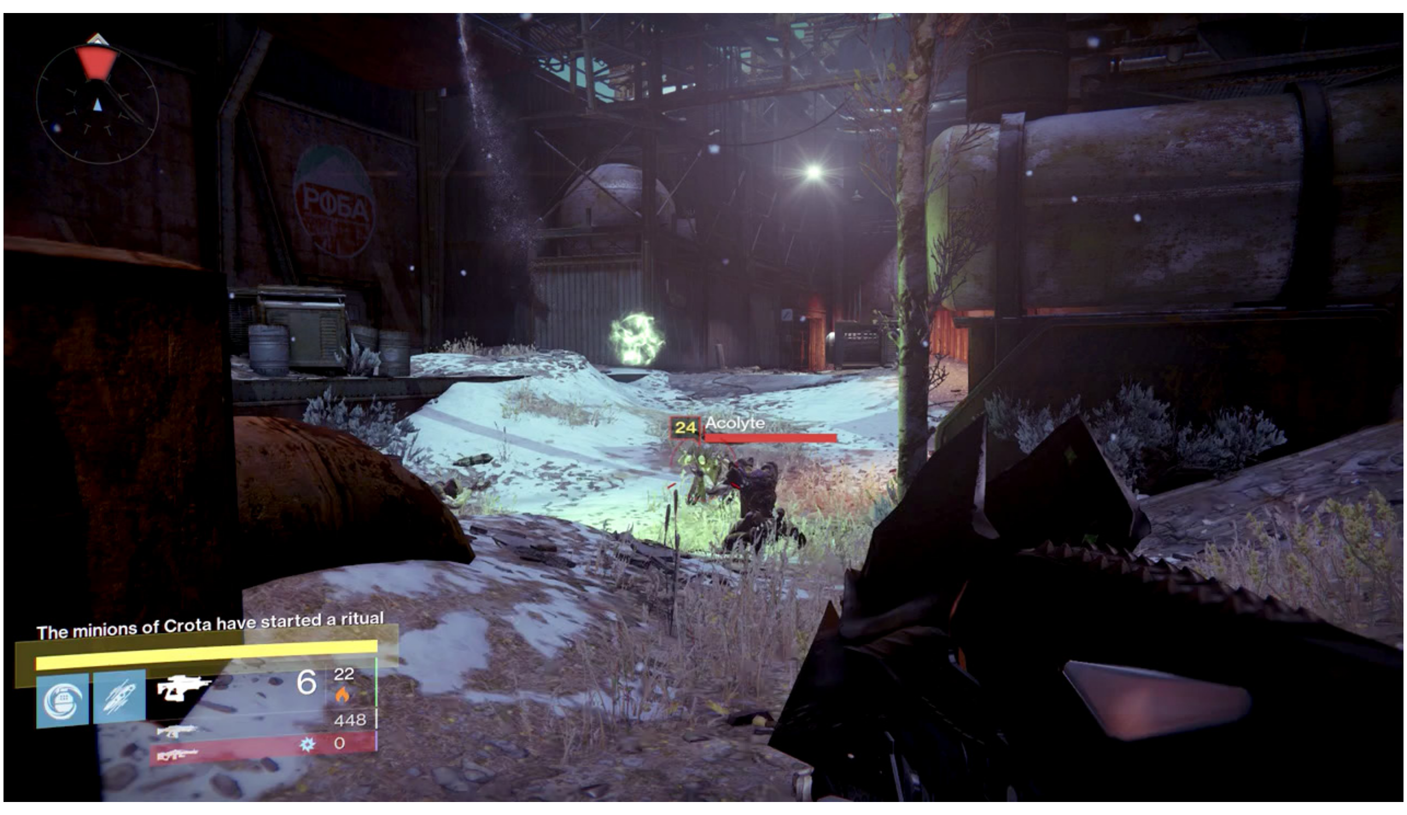
Location: The Blast

The player starts in The Blast and fights Omnigul for the first time. Eris Morn guides the player through the familiar ground where the Fallen and Hive are battling each other. Eliminate them all and push forward into the Refinery. Once inside the Refinery, there are a few Acolytes performing a ritual that summons a Hive Knight known as a Blade of Crota.

Omnigul

Omnigul cannot be defeated in this fight. Causing damage to her spawns more enemies and forces her to teleport away.

Once inside the Refinery, you'll encounter a few Acolytes performing a ritual that will summon a Hive Knight know as the Blade of Crota.

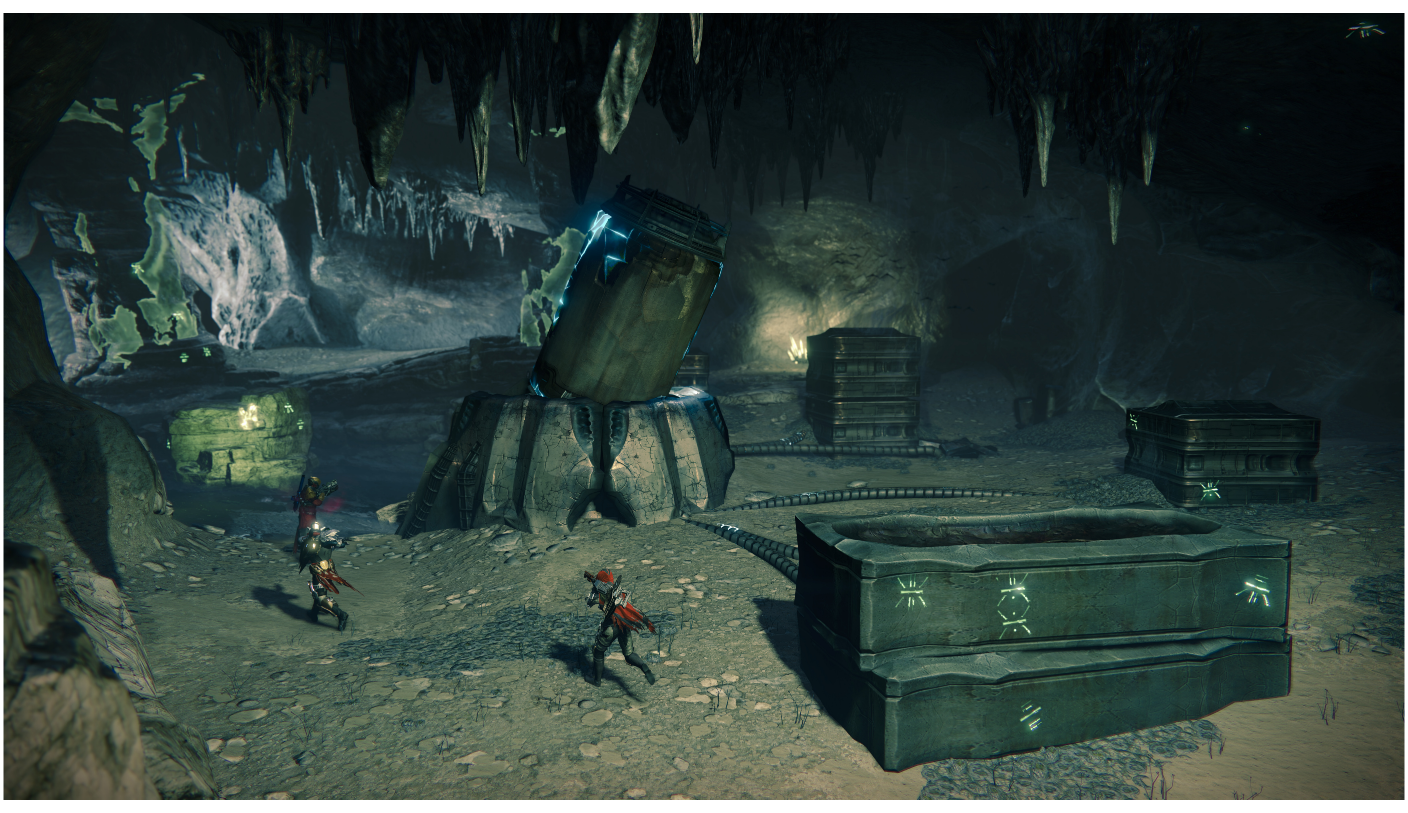


The Blade of Crota has a shield that is vulnerable to Arc damage. Destroy the Knight to retrieve his Sword of Crota. Use the Sword to defeat the remaining enemies along the path to the Grottos. Once in The Grottos, locate a floating orb and move close to it to summon the Fist of Crota.

Objective: Kill Sardon, The Fist of Crota

Location: The Grottos

The only Darkness Zone in this mission begins in The Grottos. As soon as Sardon is summoned, "A Dark Burden" begins to weigh on the Guardians' Light, stripping the players of their ability to double jump. Sardon, The Fist of Crota, is a super-charged Hive Knight that slams the ground with his sword, sending out a directional shockwave that deals heavy damage.

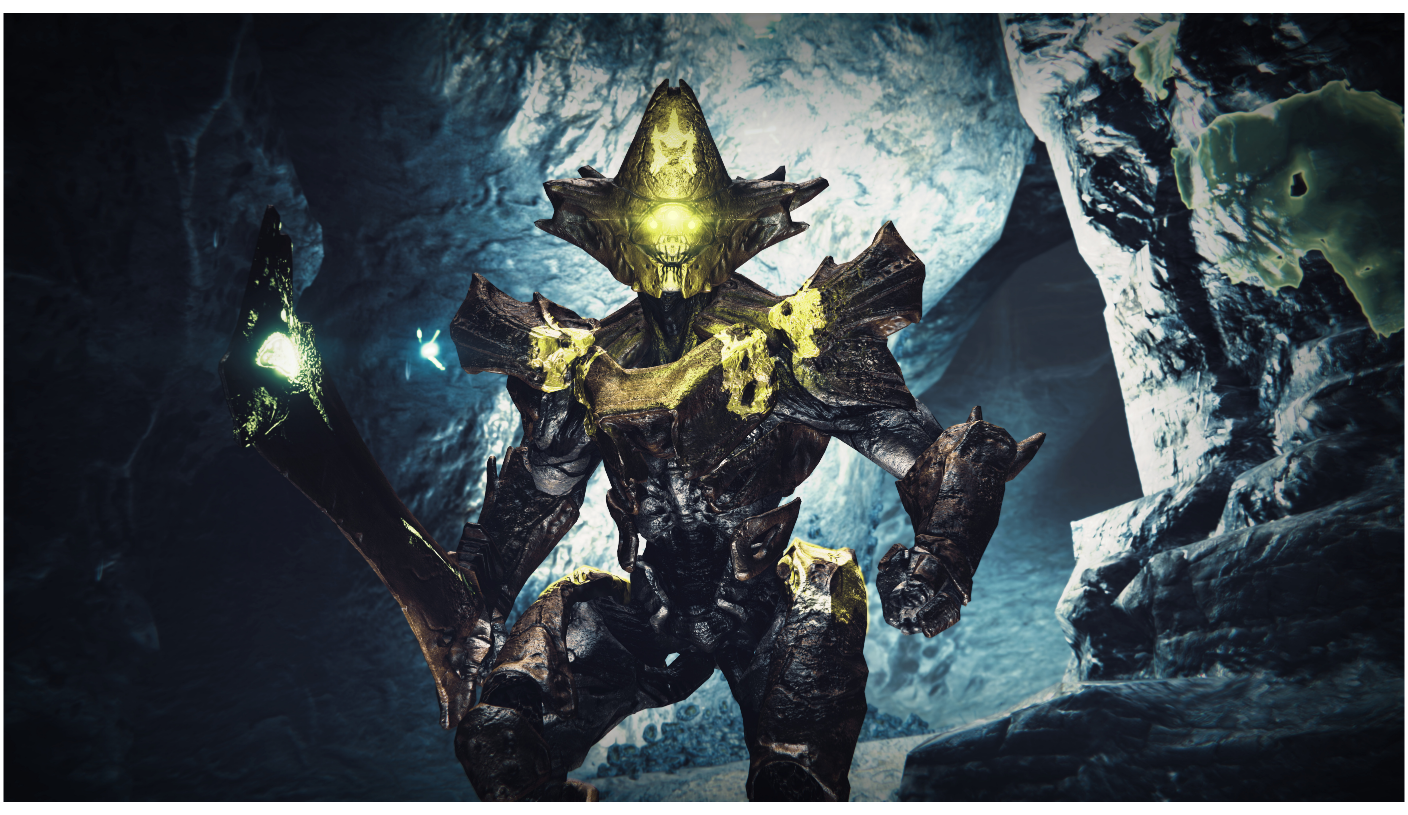


Keep It Moving!

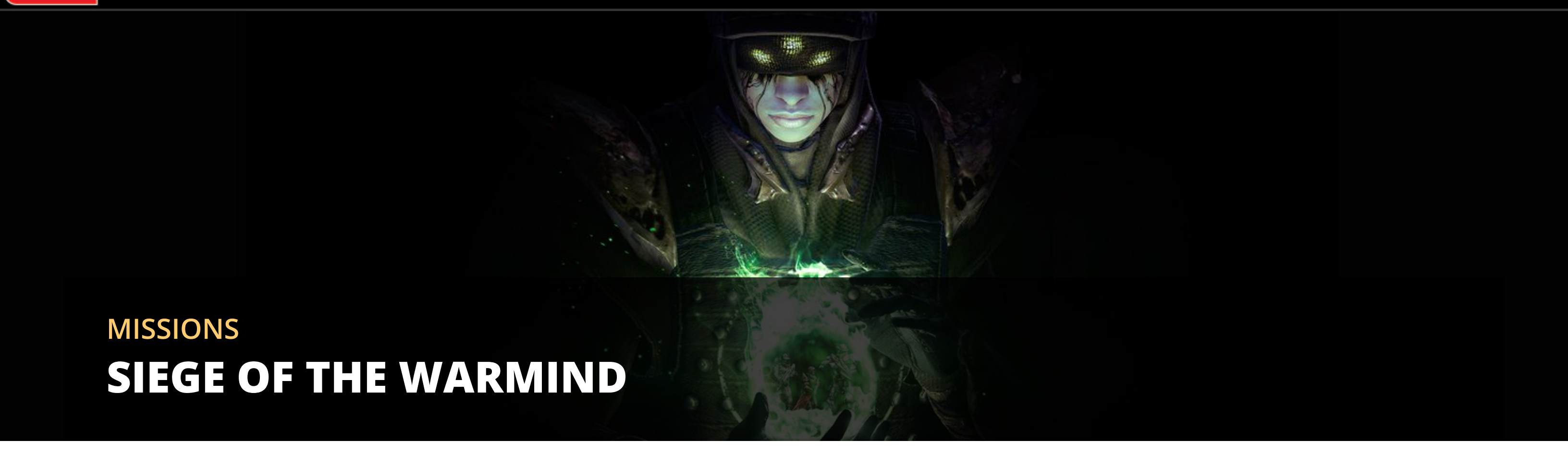
Constant movement is the key to staying alive in this fight. Since you can't jump high enough to dodge Sardon's main attack, jump sideways to completely avoid its attack.

Circle around The Grotto, sprinting away and turning to fight Sardon when at a safe distance. Avoid the boxes in the center, or Crota's power will begin to pollute the air, causing a poison cloud to appear on top of the player.

The first wave consists of Thrall, so use a grenade to quickly eliminate them. As more damage is dealt to Sardon, a wave of mostly Hive Acolytes makes an appearance. Dispose of them while maintaining good movement around the room. Hive Acolytes will sporadically spawn throughout the rest of the fight.



Once Sardon is eliminated, the mission ends and the player may return to the Tower to turn in the "Fist of Crota" quest. Upon completion, Eris will provide the player with 5 Black Wax Idols and 50 reputation for Crota's Bane.



SIEGE OF THE WARMIND

Level 25 Story / Old Russia, Earth

Enemy Races: Hive, Fallen

Suggested Damage Type: Solar

Rewards: Armor Upgrade, Cyrptarch Engram, XP Bonus, Ascendent Materials (level 30 only)

Objective: Find the Warmind

Location: Mothyards

Beginning in the Mothyards, head to the Forgotten Shore. Once there, follow the waypoint towards a destroyed building on the hill. Eliminate the low-level Fallen patrolling in the area, then head down into Bunker RA5-2.

Objective: Examine the Warmind

Location: Bunker RA5-2

The diamond-shaped black door opens to reveal an entrance into the depths. After a short walk, the Guardians will enter The Seraphim Vault, a Darkness Zone, and a wave of Hive Knights, Acolytes, and Thrall will spawn. You must defeat a Hallowed Knight before you can proceed into the Seraphim Vault where the main conflict of the mission takes place.

Objective: Exterminate the Hive

Location: Seraphim Vault

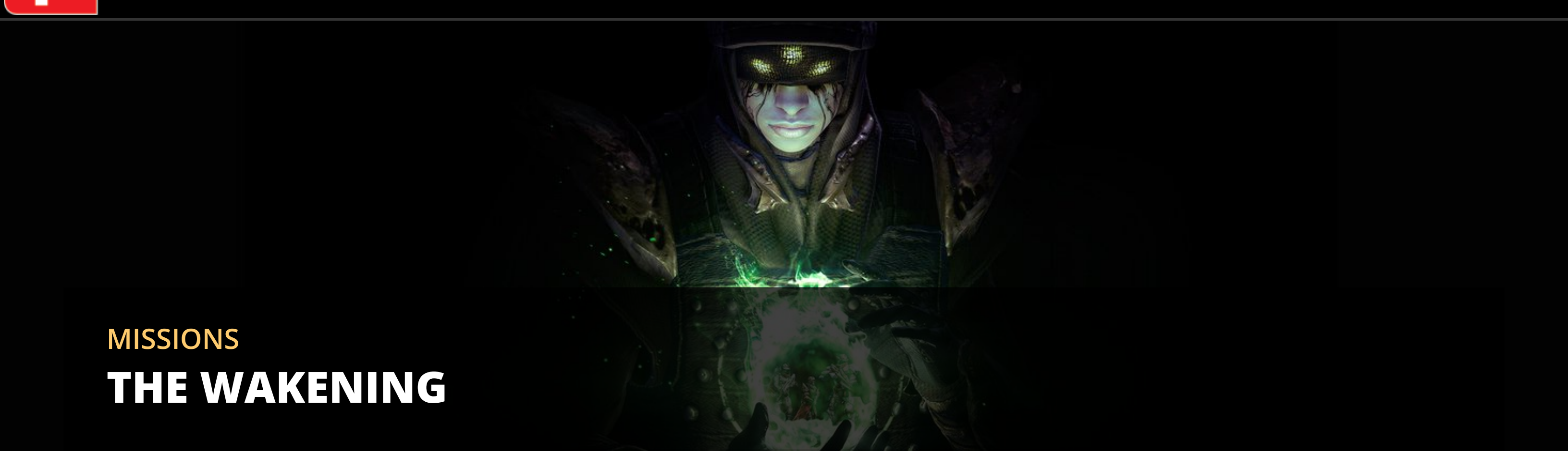
Omnigul materializes inside the vault. After taking damage from Guardians, she will summon a wave of Thrall before quickly teleporting away into the room that overlooks the chamber. She will then summon a group of Hive Knights and Acolytes and a Watcher of Crota. The Watchers can flit around the room and, if not eliminated quickly, they will summon Vestiges around the chamber. The Vestiges are green circles on the ground that that deal massive damage to Guardians when stepped on.

Circle the Room

Circle around the room to keep the enemy in the center. This should provide plenty of time to eliminate them without worrying about getting flanked.

After the third wave of enemies, an Ogre that serves as the Might of Crota will spawn. Destroy it quickly before Omnigul sends more Hive Knights and Acolytes.

Maneuver around the room so the central pillar or other structure is between you and the Ogre to block its deadly beams. Acolytes will precede the arrival of Knights and Hallowed Knights who will do their best to flush you from cover. Once you've dispatched them, shift your focus to fighting the Might of Crota. Using a pillar for cover, shoot from each side, changing sides when the Ogre unleashes its attacks. Be on the lookout for the Vestiges, as they are still active during this portion of the fight. With the Might of Crota eliminated, the mission will end. Return to Eris in the Tower to complete the Siege of the Warmind Quest Step, granting you 2 rare engrams as well as 50 Reputation with Eris.



THE WAKENING

Level 26 Story / Ocean of Storms, Earth’s Moon

Enemy Races: Hive, Fallen

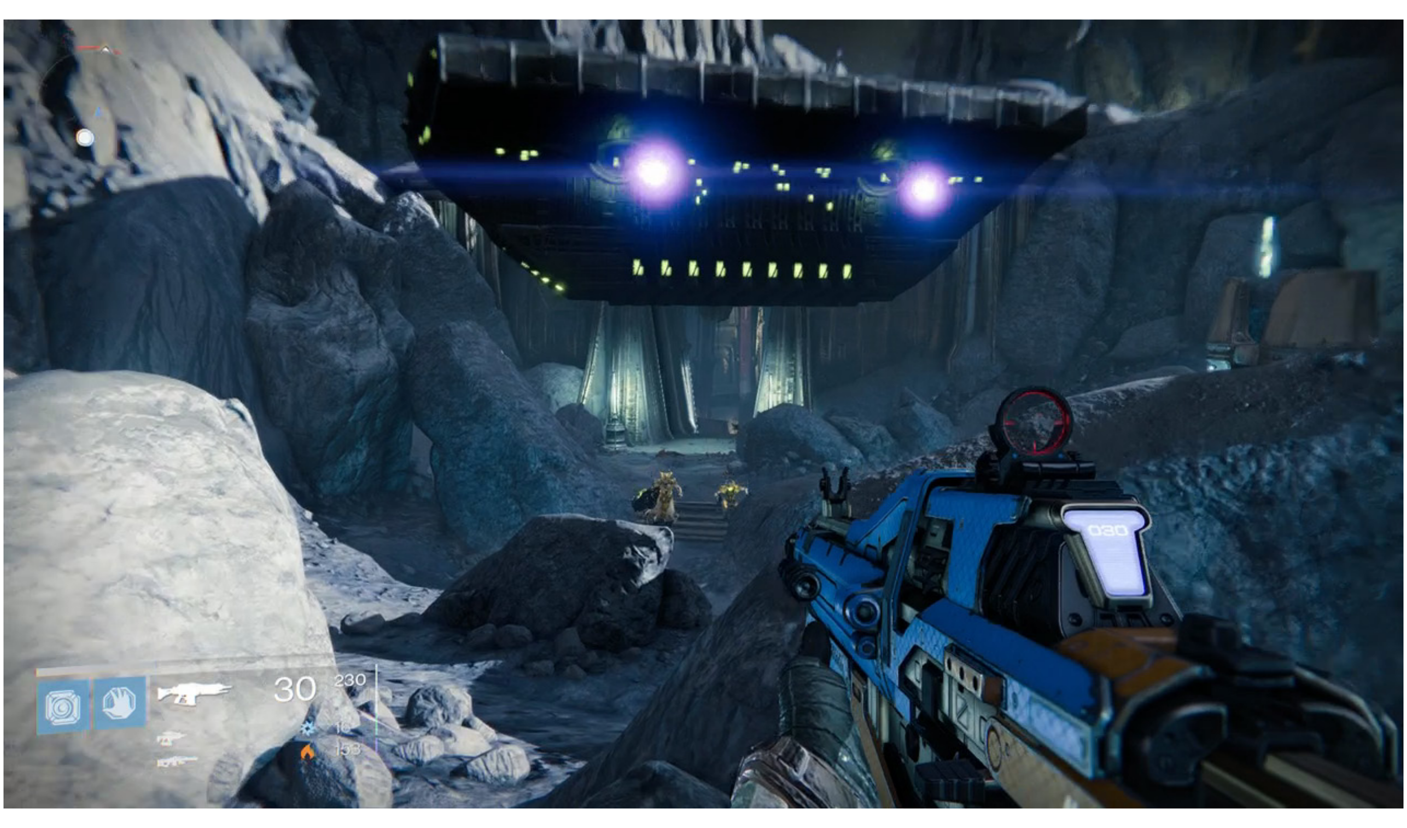
Suggested Damage Type: Solar

Rewards: Cyrptarch Engram, XP Bonus, Ascendent Materials (level 30 only)

Objective: Enter the Temple of Crota

Location: Archer’s Line

Take the path to the right from Archer’s Line into the Anchor of Light. From there, stay to the right to find the path to the Temple of Crota. Be ready for a fight, though, as a ship will warp in and spawn a couple of Wizards and a small squad of Acolytes.



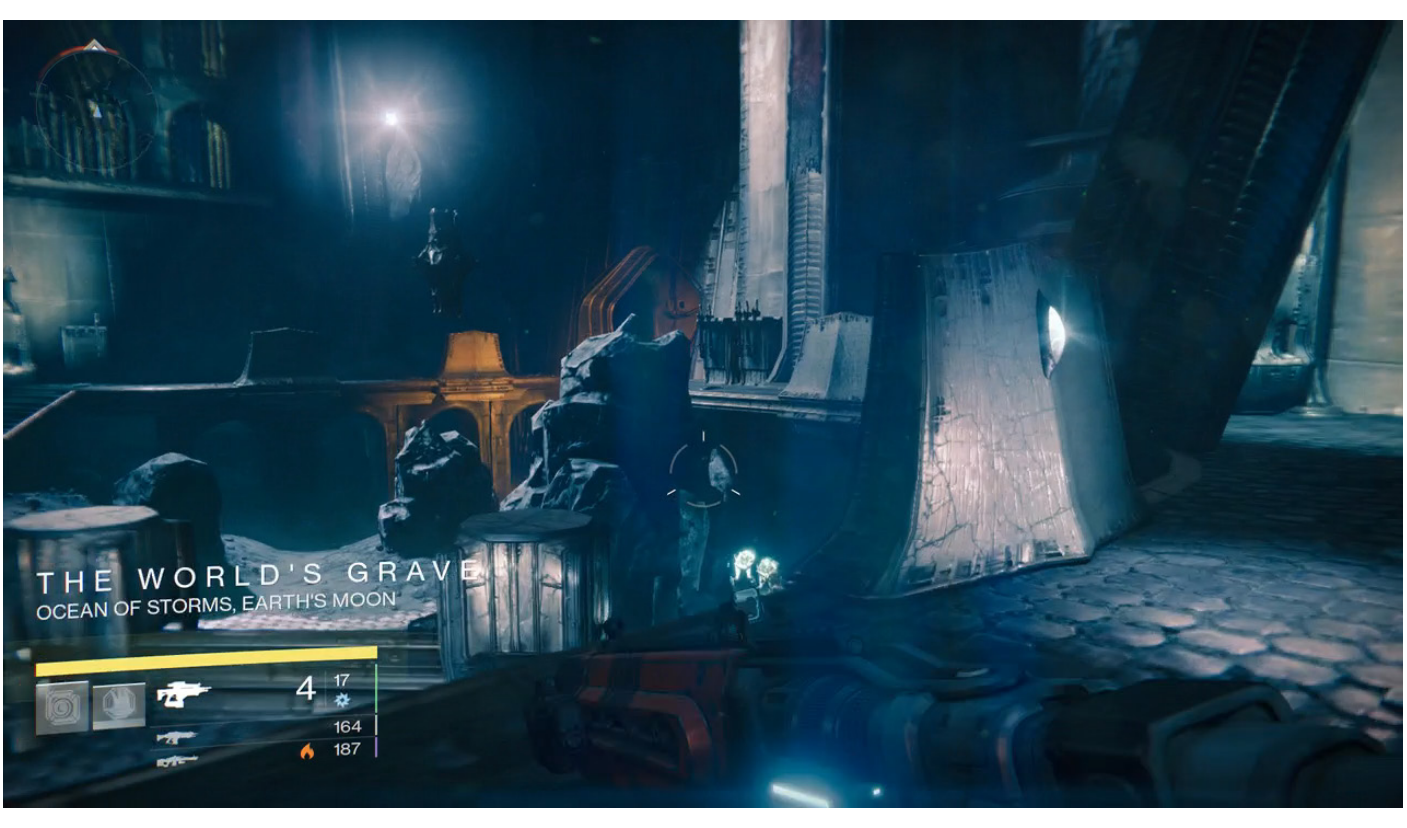
Dodging Damage

The Hive ship will send a volley of Void damage your way, so be ready to dodge it!

Before entering the Temple, make sure to stock up on ammo, as there are groups of enemies awaiting the Guardians’ arrival. Move from cover to cover and line up critical hits to increase your odds of surviving the encounters inside.

Location: Temple of Crota

Once inside The World’s Grave, the Guardians will be tasked with defeating a Shrieker, as well as group after group of Cursed Thrall.



Cursed Thrall

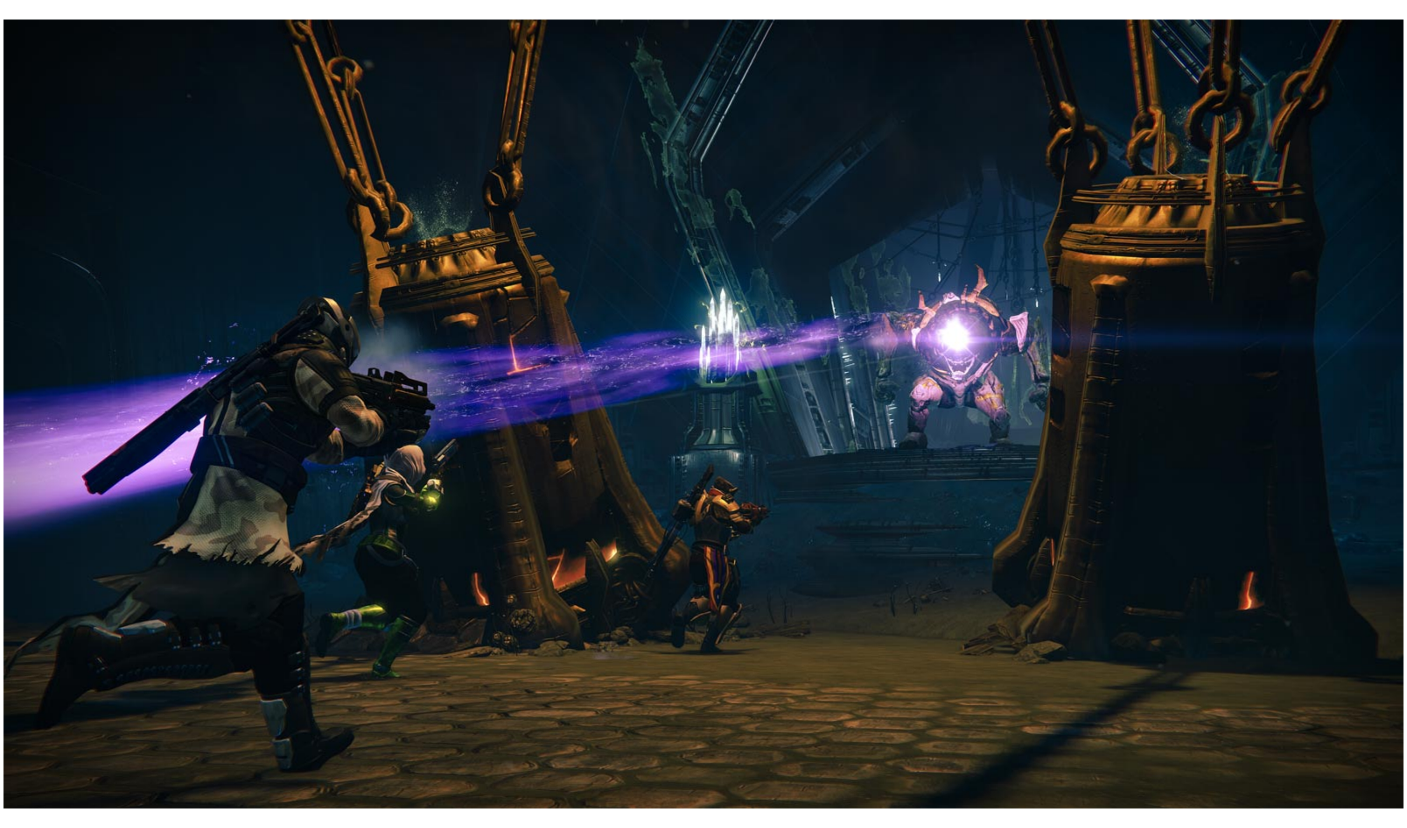
Killing a Cursed Thrall causes an explosion that can cause a chain reaction exploding other Cursed Thrall and damaging all nearby enemies.

The rest of The World’s Grave is completely void of light; eventually, you will step into the Chamber of Night, which is a Darkness Zone so be ready for a battle. Vestige’s litter the chamber, complicating the battle on your push to find Crota. A considerable number of Thrall will attack once you enter the second area in the Chamber Of Night, so stay behind the rocks and take out the Thrall before moving forward to fight the Acolytes.

Objective: Find The Wakening Ritual

Location: The Chamber of Night

When the mission objective appears, you’ll already be fighting a few Hive Knights and their accompanying Acolytes. Pushing forward after that fight, a few Thrall will attack. Defeat them and prepare to fight a Hallowed Ogre. When the Ogre is spotted, retreat slightly down the stairs while maintaining a line of sight on the target. Use columns to get in position, preventing the Ogre from landing hits on you.

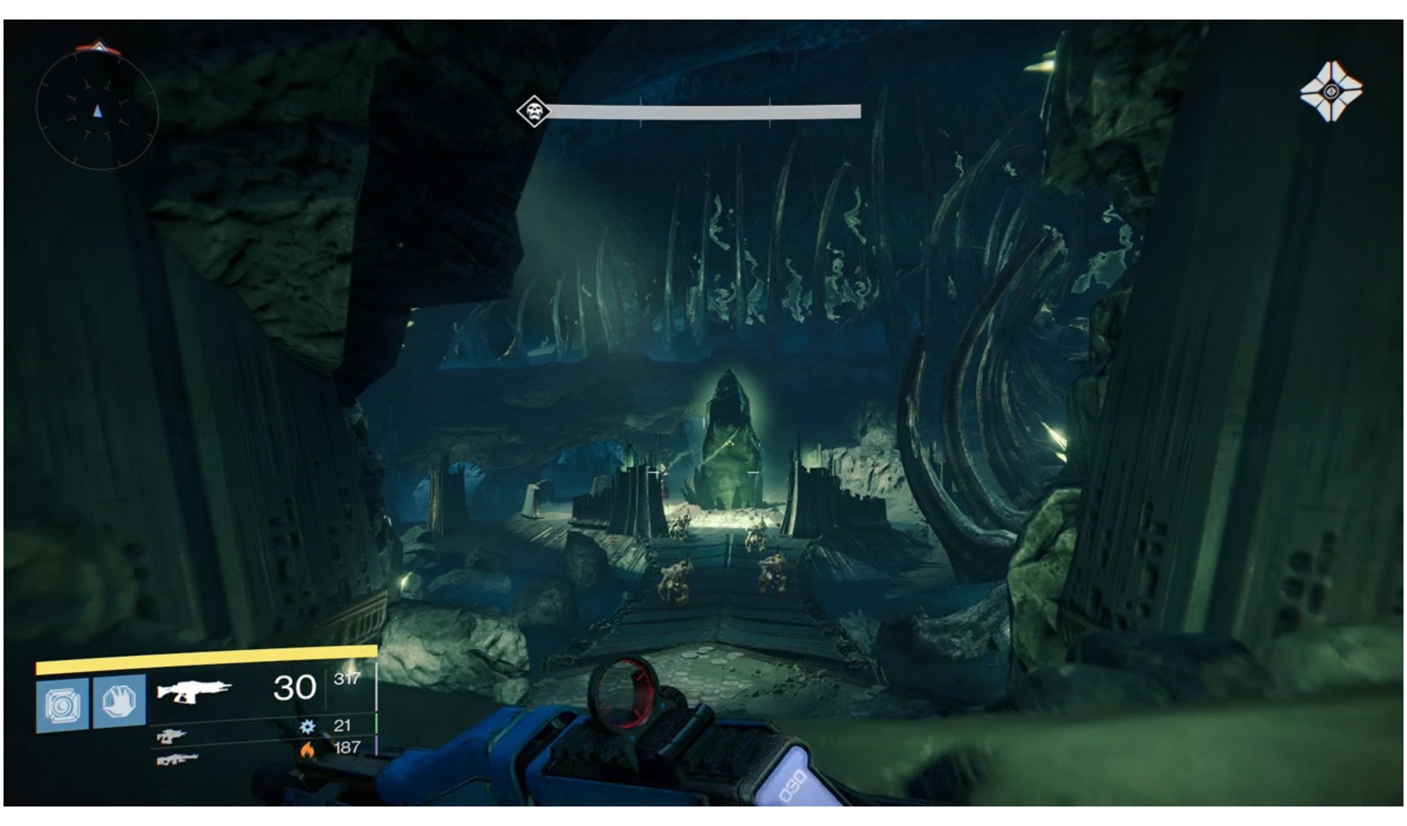


After the Ogre is defeated, all that’s left is the final battle to stop the Wakening Ritual.

Objective: Destroy Crota’s Soul

Location: The Chamber of Night

When the Guardians enter the final chamber, a Vestige will immediately be summoned in the "Hallway" from which you came. Dispose of the four Hive Knights before engaging the Wakers of Crota.



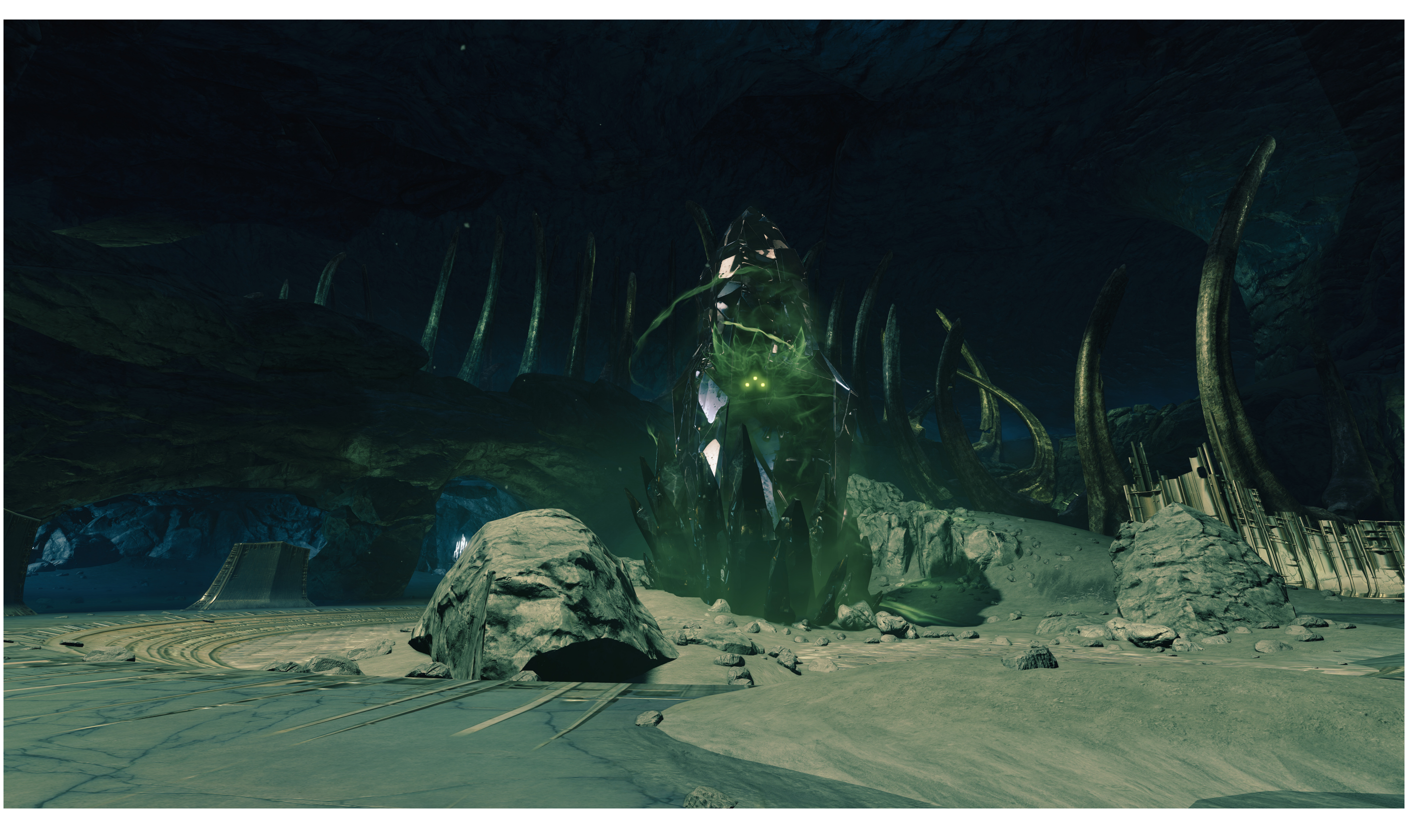
Using a Super or Heavy Weapon on the unsuspecting Wakers can eliminate one or two of them right away. A few Thralls and Cursed Thralls will spawn during this fight so stay on the move. Head towards the opposite side of the entrance into a small cave-like area to find cover.

After defeating the fourth Waker of Crota, the crystal containing the Soul of Crota rises from the ground. Start hammering away on the Soul, but watch out for a spawn of enemies.

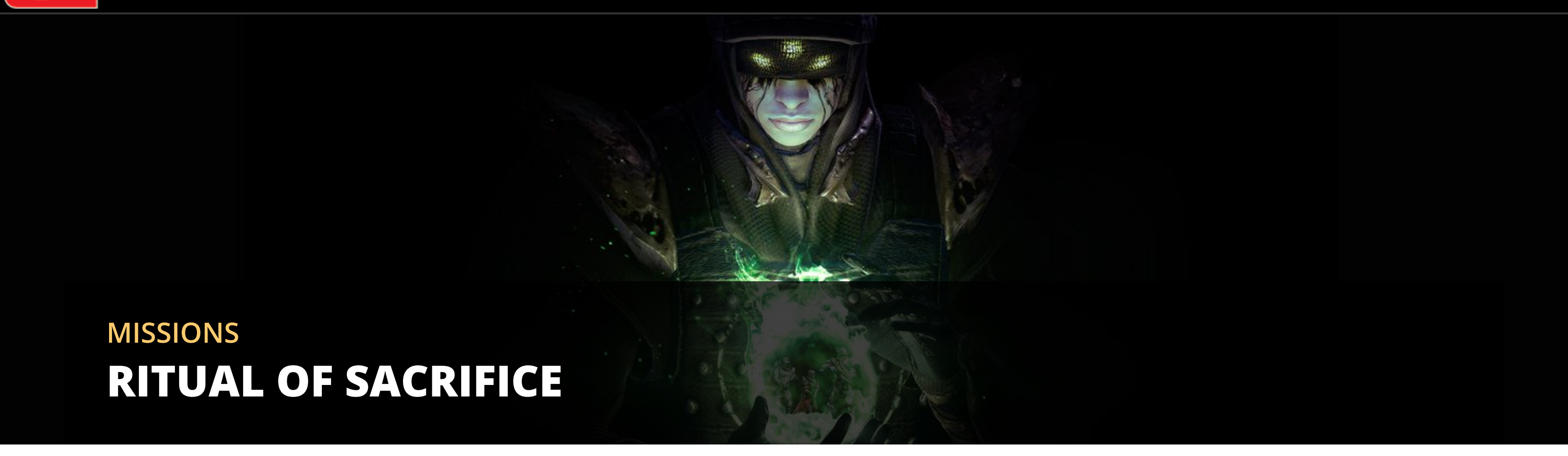
Soul of Crota

When using your Super or Rocket Launcher against Crota, be on the lookout for the rock fragments that orbit him. They will completely block the attack, resulting in no direct damage to Crota.

The Soul of Crota will attack with a slow moving green orb that deals heavy damage to the Guardians. Staying in the previously mentioned cave area will help negate this attack, as most of them will hit the roof.



Once the crystal is shattered, the Soul of Crota will be destroyed and peace will return to the Chamber of Night. Completion will grant rare engrams for a primary and special weapon. Return to Eris in the tower to complete The Wakening Quest Step and receive Murmur, a Fusion Rifle that can swap between Solar and Arc Damage.



RITUAL OF SACRIFICE

Level 26 Quest / Ocean of Storms, Earth's Moon

Enemy Races: Hive

Suggested Damage Type: Solar

Rewards: Cyrptarch Engram, XP Bonus,5 Motes of Light, 10 vanguard marks (level 30 only)

Objective: Enter the Temple of Crota

Location: Hellmouth

Head straight into the temple and fight off the low-level Hive enemies. Moving through The Gatehouse, the Guardians will encounter high-level enemies; fight through the Circle of Bones and into The World's Grave.

Objective: Summon the Forsaken

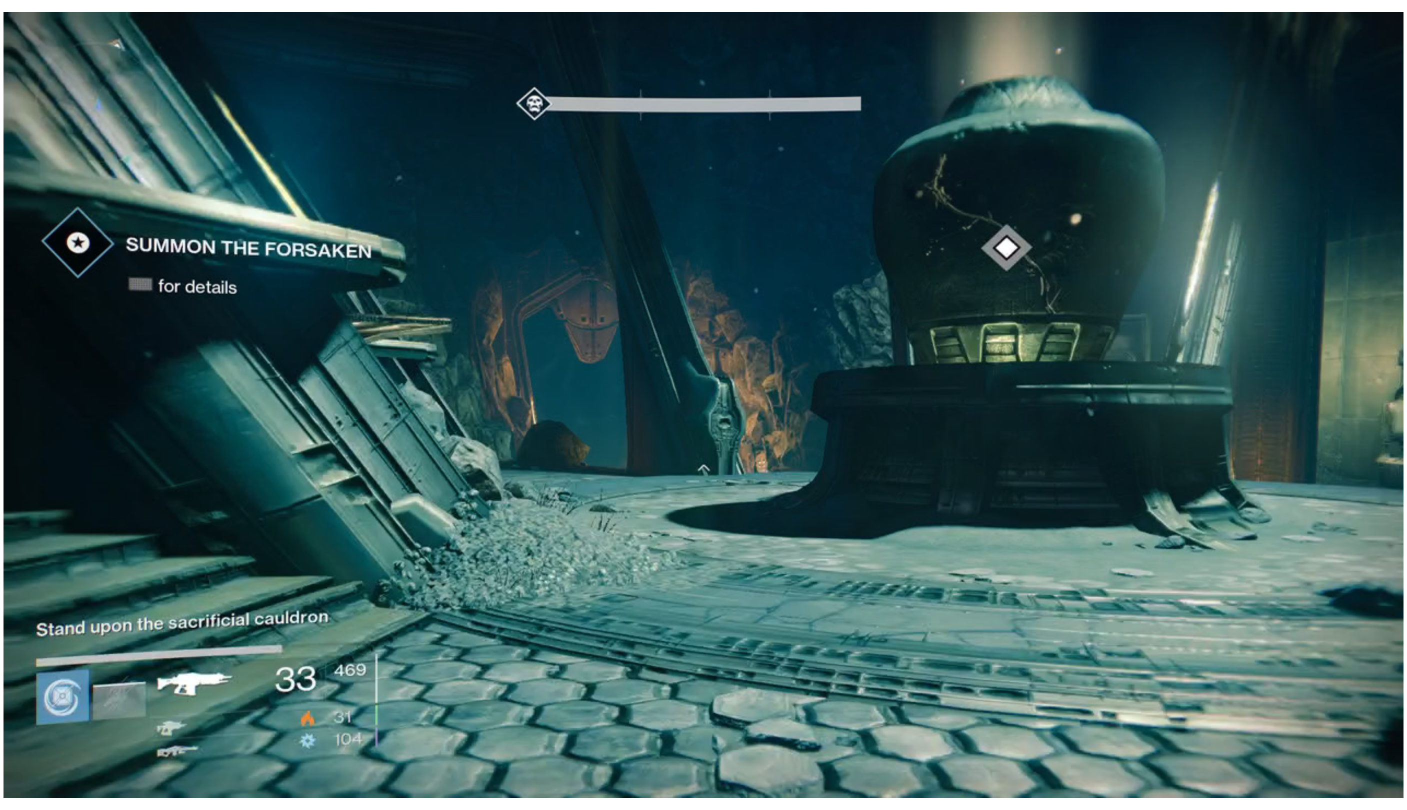
Location: The World's Grave

Entering The World's Grave puts the Guardians in the first Darkness Zone of this mission. Be prepared to turn around upon entering the first room of The World's Grave, as the enemies will be on the balcony behind the Guardians. Moving up the stairs, be prepared to fight a few Acolytes and Hive Knights.

Motion Tracker

Keep an eye on the Motion Tracker on the top left of the screen. It will alert you to the position of enemies, even those behind you.

Once the Guardians enter the room containing a cauldron, they all must stand on the cauldron to activate it.



After doing so, a massive wave of Thrall swarm the area. Grab a sword next to the cauldron, or enter one of the doorways to bottleneck the Thrall and eliminate them. If you head to a doorway, be advised that enemies will spawn from the doors behind the Guardian. During this fight, Vestiges will also spawn all around the room.

Heavy Damage

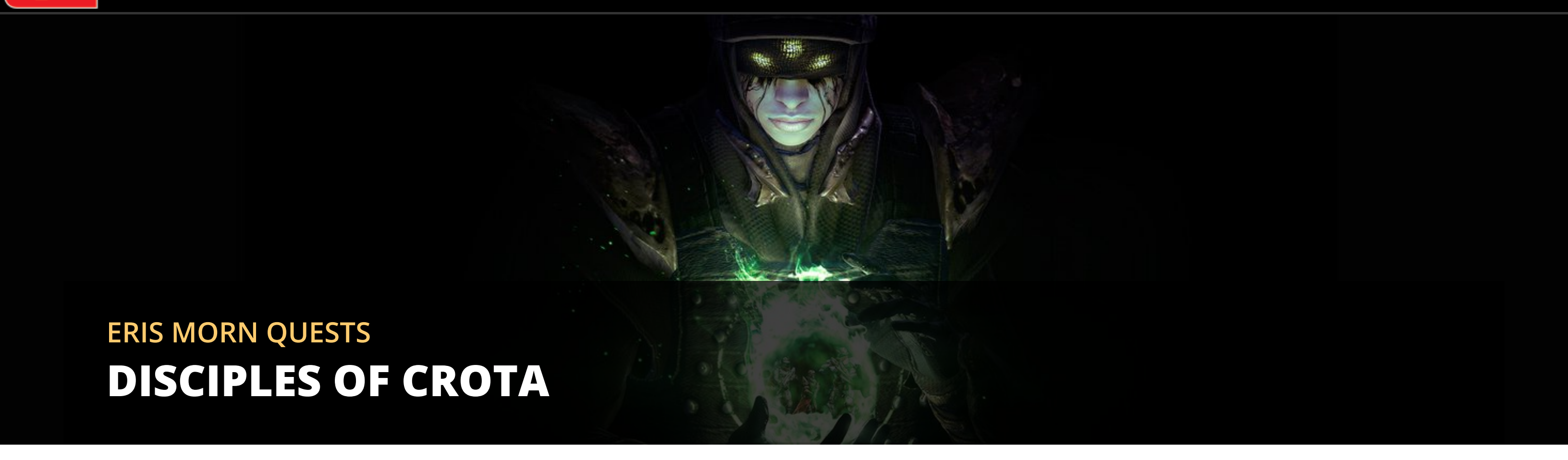
Be careful when fighting the Cursed Thralls, as they will explode causing heavy damage and detonation of other nearby Cursed Thralls.

Just as the wave of Thralls is defeated, several Acolytes will spawn. Dropping the sword in favor of a ranged weapon is key in this fight, as more swords can be found later in the center of the room. Clear out one corner and slowly work around the edge of the room eliminating Acolytes.

When the Acolytes are defeated, a wave of sword-bearing Knights will rush the Guardians. These Knights are immediately reinforced by Hallowed Knights carrying ranged weapons. Work around the room while defeating the melee focused Knights, engaging the ranged Knights when necessary.

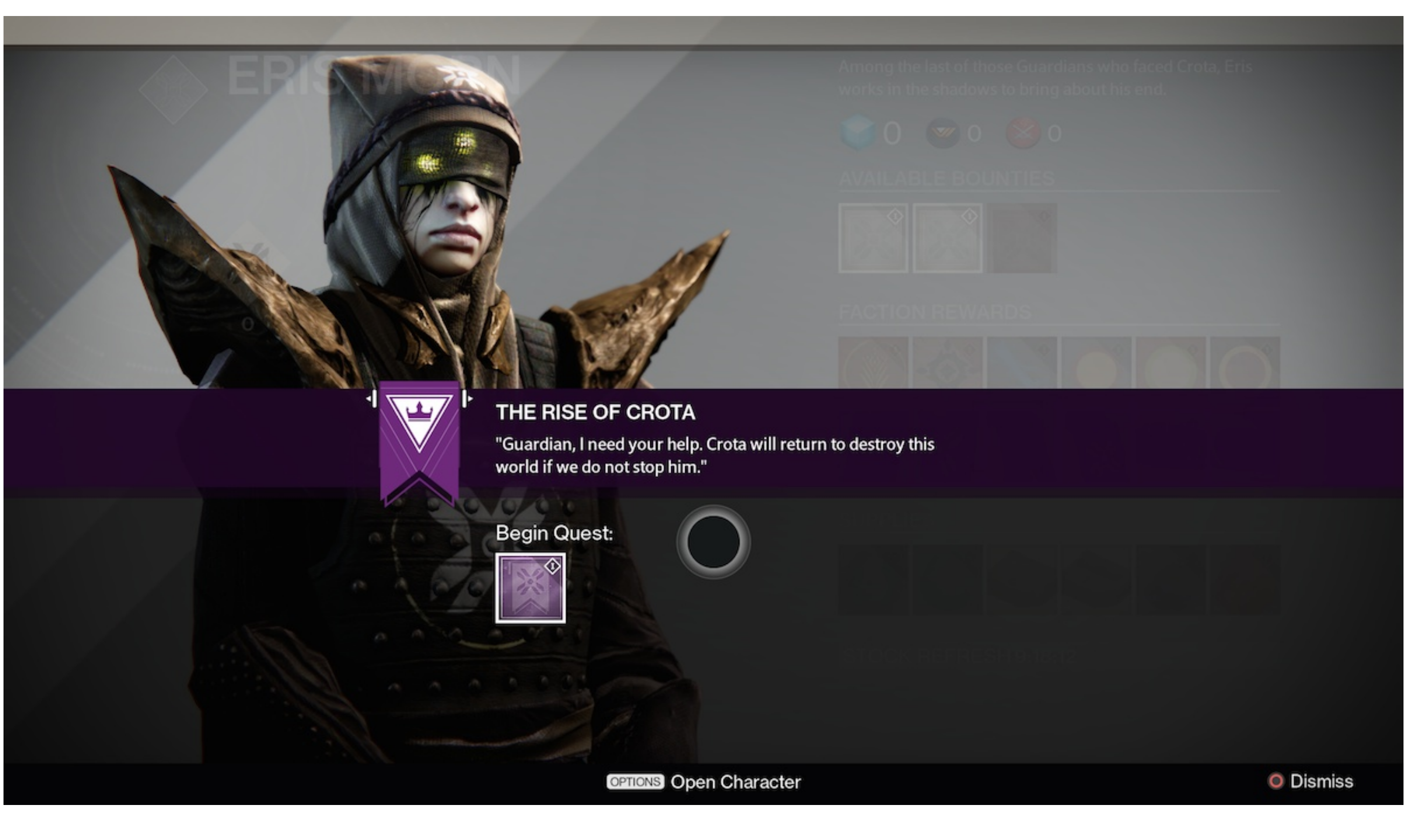
"The Sullen Hearts will begin to crack and scream" will appear on the screen when the Hive Knights are defeated, signaling the spawn of a few Wizards. Try to engage the Wizards one at a time. Remember that you can use the swords to quickly change your aerial direction.

Once the Wizards are defeated, two Ogres will spawn. Push out and eliminate the first Ogre before the other one can enter the room. Killing the Ogres before they can group up is key to getting past this wave of enemies. If the Ogres form together, their accumulative damage will essentially "one-shot" a guardian. With the two Ogres defeated, the mission ends and the Urn of Sacrifice is ready to return to Xur in The Tower.



ERIS MORN QUESTS

DISCIPLES OF CROTA



THE RISE OF CROTA

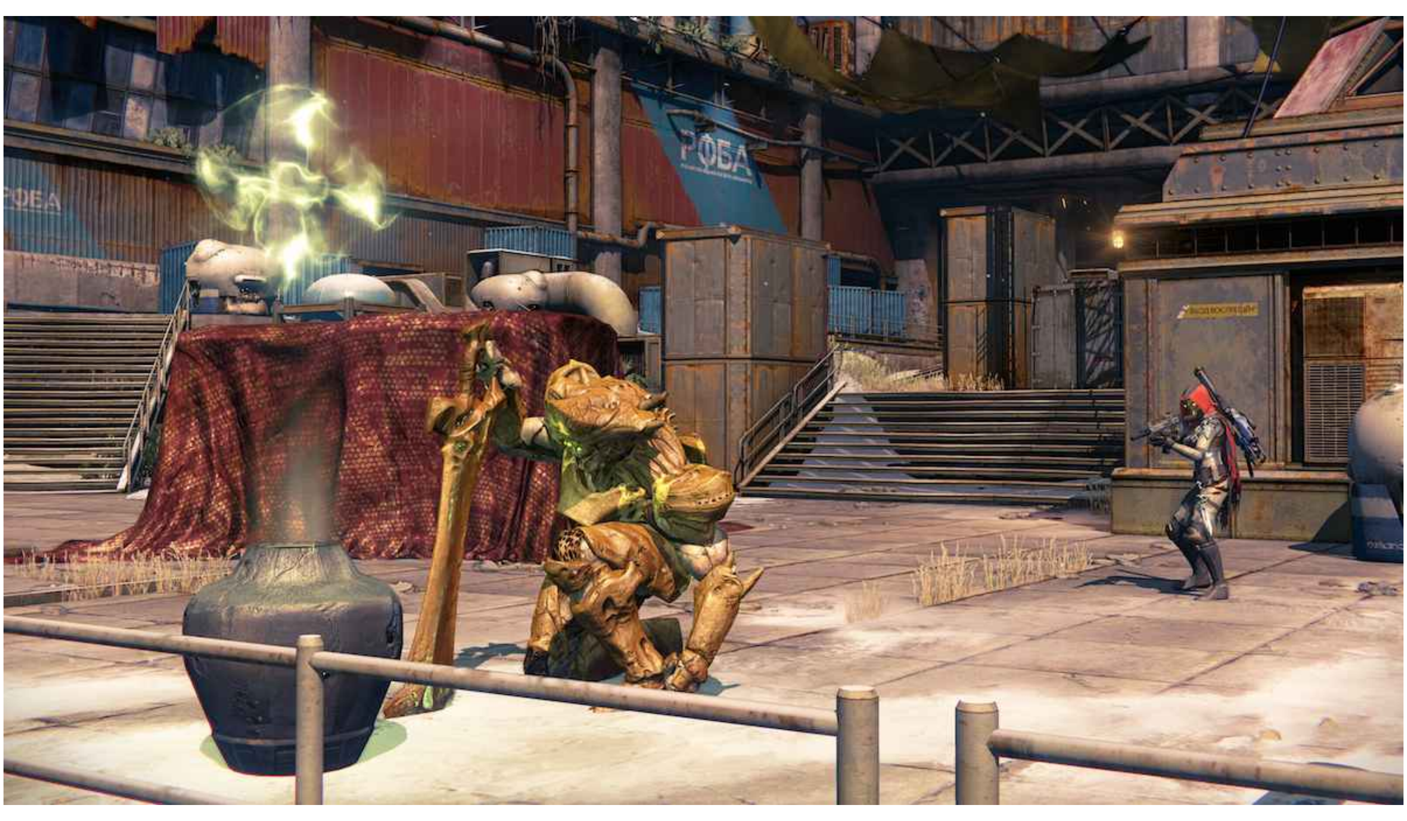
"Guardian, I need your help. Crota will return to destroy this world if we do not stop him."

This quest chain focuses on missions in the Cosmodrome. Although you can do these encounters more than once, you will only gain additional Crota's Bane Reputation one time. Completing this quest chain will unlock the Will of Crota Strike and award a Class Item for the player's class.

The Extermination

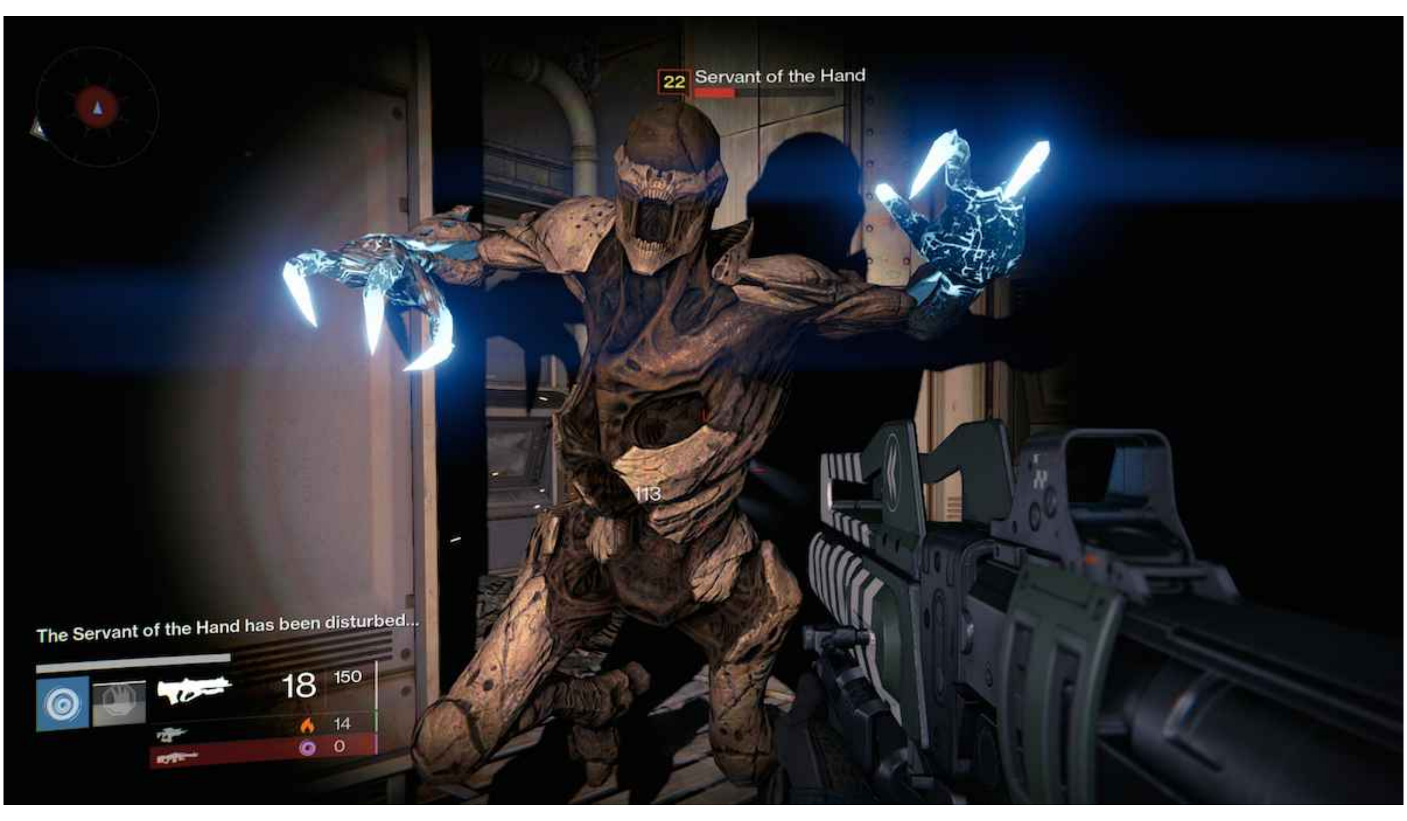
Once this quest is accepted, the Guardian is tasked with eliminating 25 Hive Knights and Wizards and bring proof of their demise to Eris. Knight and Wizard kills are accumulative and can be accrued in any location. A good number of Knights can be found in the Rocketyard while doing Patrol missions on the Earth. Return to Eris after completing the quest to gain 50 Crota's Bane Reputation. Note that you can now participate in the Eyes, Hand and Heart of Crota bounties.

Eyes of Crota



Enter the Terrestrial Complex from the Forgotten Shore, working through the complex until an outdoor area is reached. Once there, eliminate the lower level enemies before locating a Servant of the Eyes (a high-powered Hive Knight). Kill the Servant and steal the treasure that it guards. A ship will immediately warp in dropping three Eyes of Crota (Hive Acolytes), a Servant of the Eyes, and some Chosen Thrall. Eliminating the the Eyes of Crota will fulfill the quest requirements, requiring the player to return to Eris for completion and granting 50 Crota's Bane Reputation.

Hand of Crota



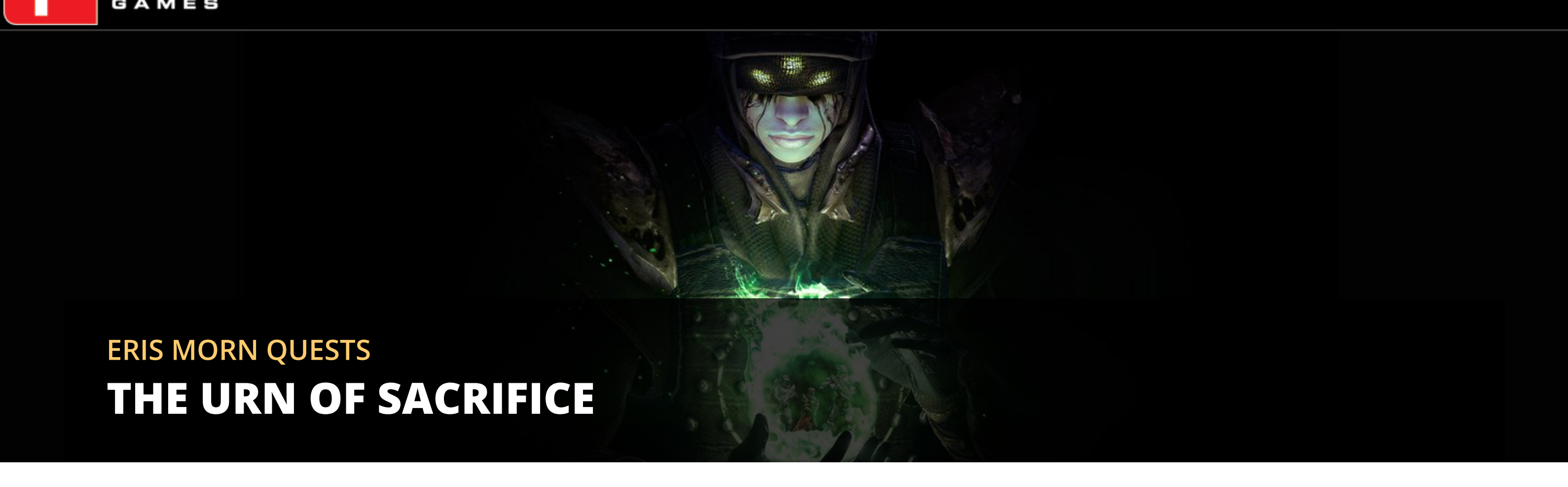
Tucked away in a dark room of the Lunar Complex in the Cosmodrome, the Servant of the Hand is found hiding in a corner. Once the Servant of the Hand is disturbed, the room will begin to fill with Chosen and Cursed Thrall. The Hand of Crota (an Elite Knight) will spawn with all of the Thrall and attempt to attack the Guardian. Stay on the move to avoid being blown up by the Cursed Thrall and eliminate the Hand of Crota to fulfill the quest requirements. Once completed, return the Quest to Eris for 50 Crota's Bane Reputation.

Heart of Crota

The Heart of Crota can be found in the Refinery when patrolling the Earth. The Guardian will stumble upon a Servant of the Heart kneeling before a floating green orb. Once the Guardian attacks or approaches the servant, the Heart of Crota will be summoned with a swarm of Acolytes and Thrall. Once the Heart of Crota is eliminated, return to Eris in the Tower to complete the quest and gain 50 Crota's Bane Reputation.

Will of Crota

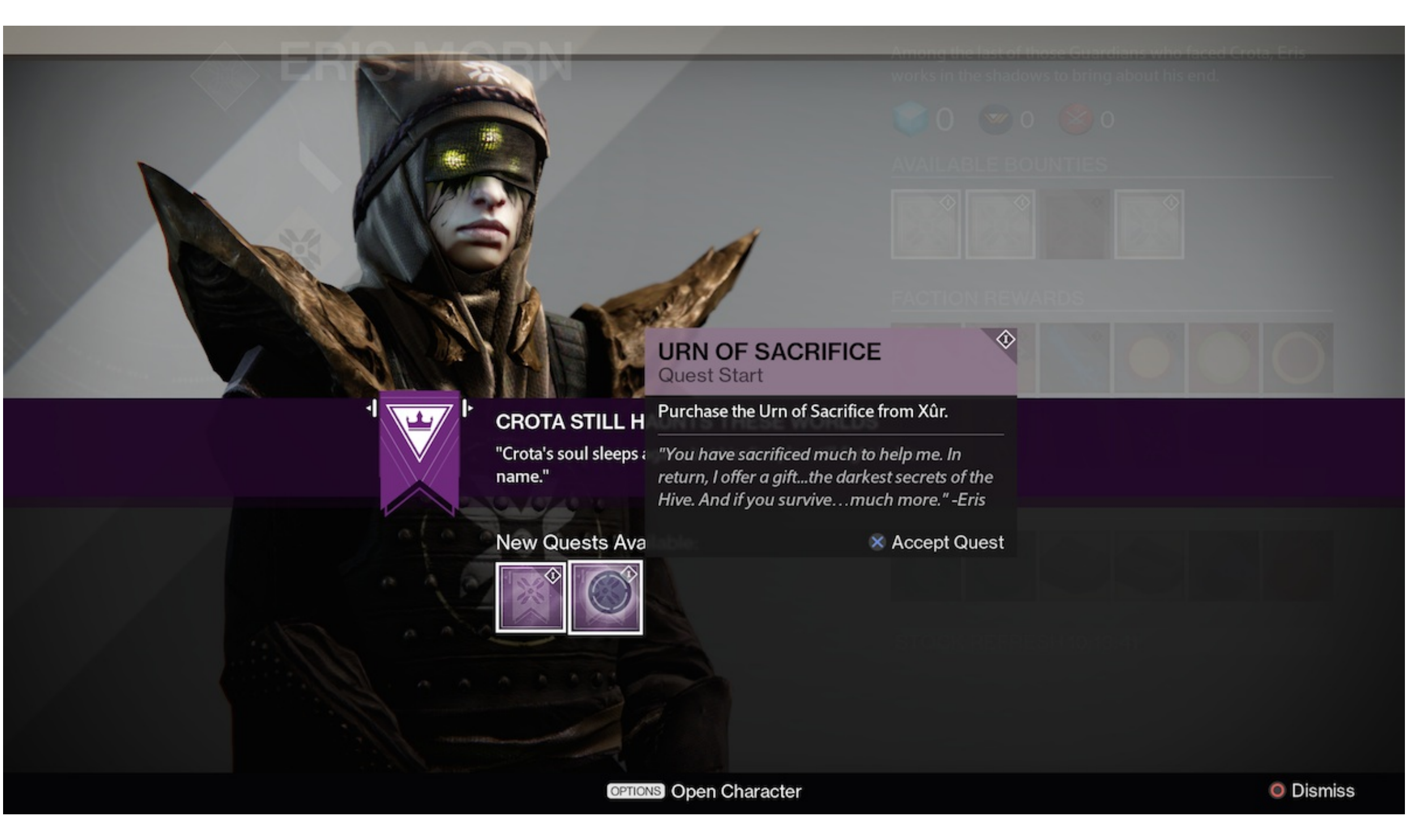
Note that you must complete the Eyes, Hand and Heart of Crota bounties first before starting the Will of Crota. Kill Omnigul in the Will of Crota Strike. (View the Will of Crota strike walkthrough), then return to Eris for a Legendary Eris Class Item and 100 Crota's Bane Reputation.



ERIS MORN QUESTS

THE URN OF SACRIFICE

The Urn of Sacrifice

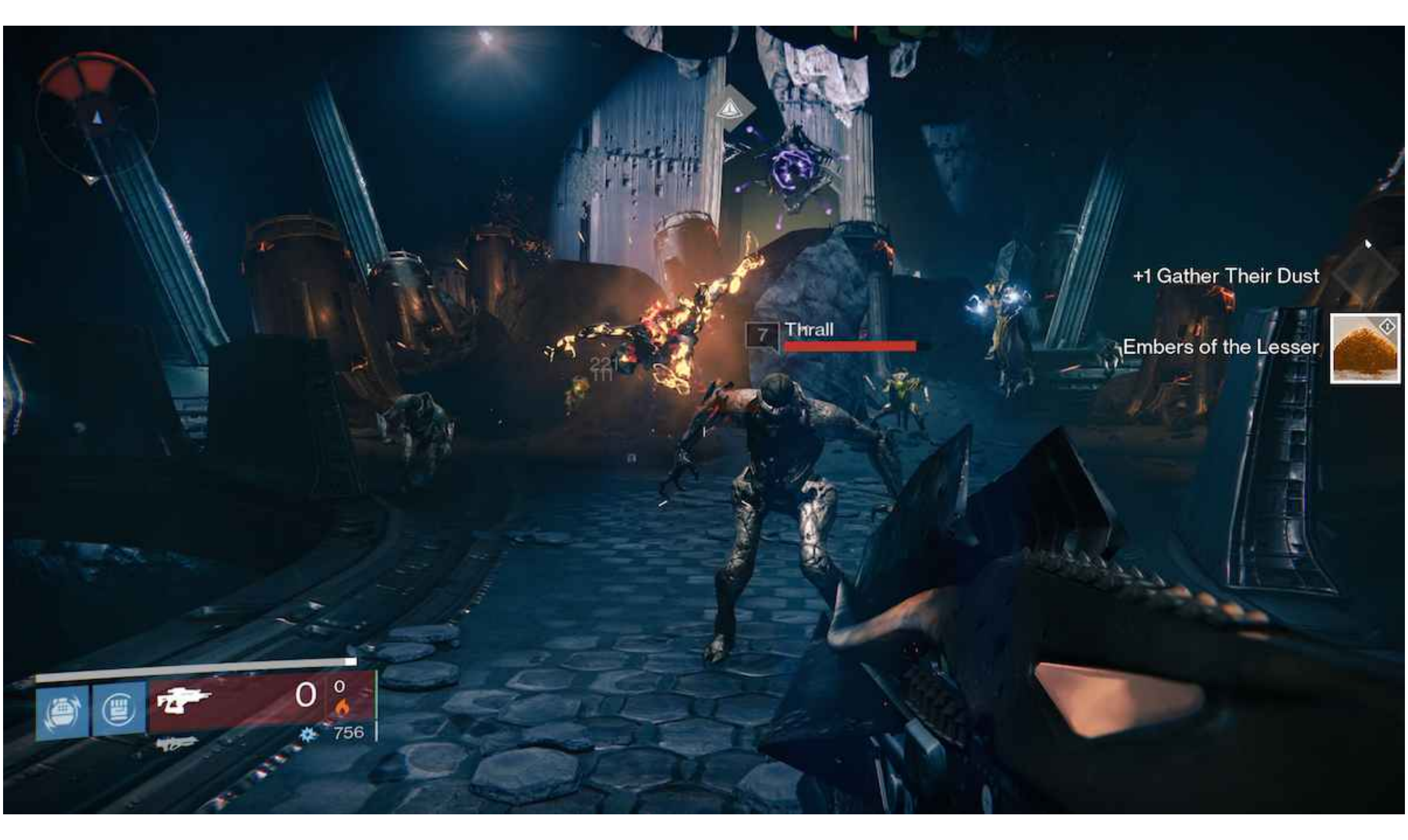


URN OF SACRIFICE
Quest Start
Purchase the Urn of Sacrifice from Xûr.
"You have sacrificed much to help me. In return, I offer a gift...the darkest secrets of the Hive. And if you survive…much more." -Eris
Accept Quest

Quest	Requirement	Reward
The Urn of Sacrifice	Purchase the Urn of Sacrifice from Xur and return to Eris.	Unlocks Gather Their Dust Quest Step

Unlocked after completing The Wakening, accept the Urn of Sacrifice quest from Eris and locate Xur (only in the Tower from 1:00 AM PST Friday to 1:00 AM PST Sunday) and purchase the Urn of Sacrifice for one Strange Coin. Once purchased, this quest will automatically convert into Gather Their Dust.

Gather Their Dust



Quest	Requirement	Reward
Gather Their Dust	Kill 25 Thrall with Solar damage from a Fusion Rifle and collect the Embers they drop.	Unlocks Gather Their Fury Quest Step

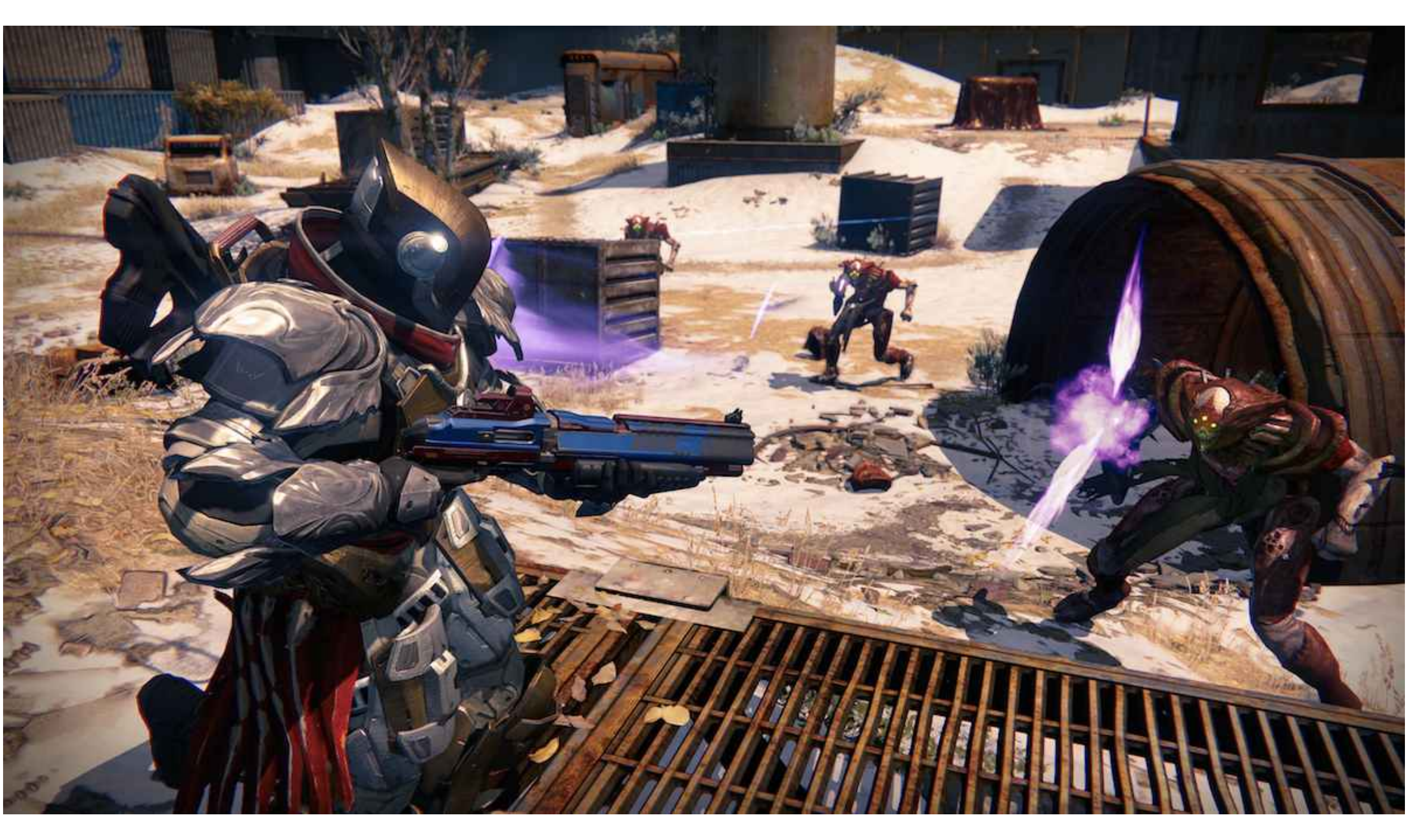
Kill 25 Thrall using Solar damage from a Fusion Rifle and collect the Embers of the Lesser they drop. This can be done in any activity and does not have to be completed all at once. The Guardian should be in possession of Murmur (earned from The Wakening), a Fusion Rifle that can deal Solar or Arc damage, the perfect weapon to complete Gather Their Dust and proceed to Gather Their Fury.

Gather Their Fury

Quest	Requirement	Reward
Gather Their Fury	Kill 5 Cursed Thrall with your Melee attack. Death will reset your progress.	Unlocks Gather Their Faith Quest Step

Kill 5 Cursed Thrall with Melee attacks without dying. This can be accomplished in different missions, although death at any point will reset its progress. Using the Cursed Thrall that spawn in the first half of the Fist of Crota mission provides enough Seething Mist to complete this mission. Try to move around and pull one of the Cursed Thrall out of the group at a time; if another Cursed Thrall is too close when a thrall is eliminated it will also detonate, possibly causing the Guardian to die. Now it's on to Gather Their Faith.

Gather Their Faith



Quest	Requirement	Reward
Gather Their Faith	Defeat Hive Acolytes and Wizards with Void Damage and collect their Sullen Hearts. Some progression will be lost on death.	Unlocks Gather Their Suffering Quest Step

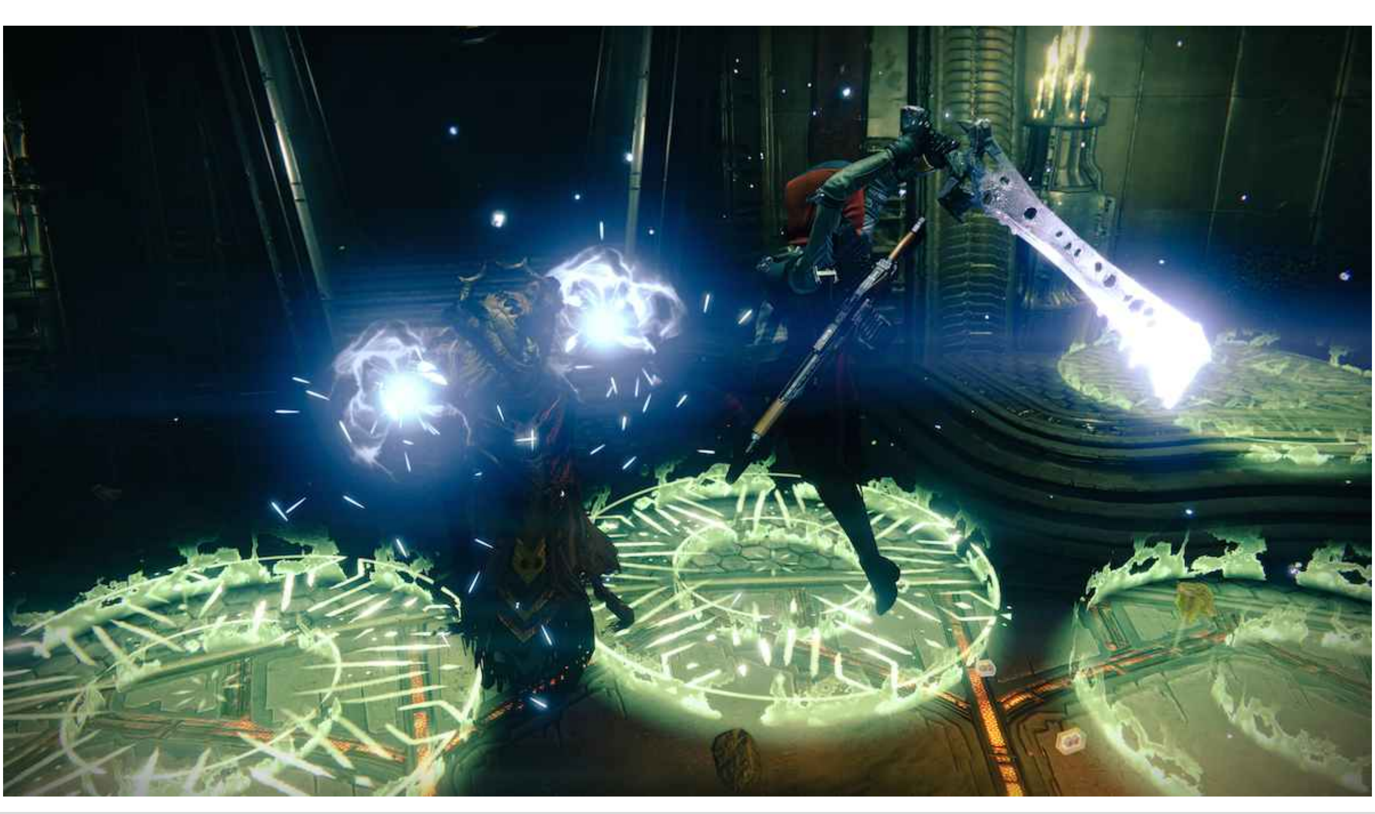
Defeat Hive Acolytes and Wizards using Void damage and collect their Sullen Hearts; note that your Guardian's death will reset some progress. Like the others, this task can be completed anywhere. Rocketyard in the Cosmodrome houses a good amount of Hive Acolytes, and is a fairly safe place to accomplish this quest step, as the enemies are lower level and pose less threat to slow your progress. Once completed, this quest must be turned in to Eris in the Tower for a reward of 100 Crota's Bane Reputation.

Gather Their Suffering

Quest	Requirement	Reward
Gather Their Suffering	Kill Urzok the Hated in Earth's Skywatch during Public Events.	Unlocks Ritual Of The Forsaken Quest Step

This quest step requires the player to fight Urzok the Hated, a powerful knight who is hard to solo. Urzok wil only spawn during a public event or when you see the prompt "The enemy is moving against each other." A team of Guardians is recommended to take down Urzok as he will not spawn alone and his Arc shield regenerates extremely fast when he isn't taking damage, so equip your Guardian accordingly. There is no way to influence the spawn rate of Urzok, so waiting may take a while. Do not let this discourage you; instead, pass the time by searching for Chests and Spinmetal spawns. Note that Urzok will disappear if not defeated before the public event ends. When Urzok Spawns, head for high ground to help the Guardians avoid his attacks. However, he may venture into areas that cannot be seen, forcing the players down to his level to fight. Once eliminated, return the Urn to Eris to receive 100 Crota's Bane Reputation and unlock the next quest step.

Ritual of The Forsaken



Quest	Requirement	Reward
Gather Their Suffering	Kill Urzok the Hated in Earth's Skywatch during Public Events.	Unlocks Ritual Of The Forsaken Quest Step

Entering The World's Grave puts the Guardians in the first Darkness Zone of this mission. Be prepared to turn around upon entering the first room of The World's Grave, as the enemies will be on the balcony behind the Guardians. While moving up the stairs, be prepared to fight a few Acolytes and Hive Knights.

Once the Guardians enter the room containing the cauldron to activate it. After doing so, a massive wave of Thrall swarm the area. Grab a sword next to the cauldron, or enter one of the doorways to bottleneck the Thrall and eliminate them. If you head to a doorway, be advised that enemies will spawn from the doors behind the Guardian. During this fight, vestiges will also spawn in the room.

After the Thralls are defeated, several Acolytes will spawn. Dropping the sword in favor of a ranged weapon is key in this fight, as more swords can be found later in the center of the room. Clear out one corner and slowly work around the edge of the room eliminating Acolytes.

When the Acolytes are defeated, a wave of sword-bearing Knights will rush the Guardians. These Knights are immediately reinforced by Hallowed Knights carrying ranged weapons. Work around the room while defeating the melee-focused Knights, engaging the ranged Knights when necessary.

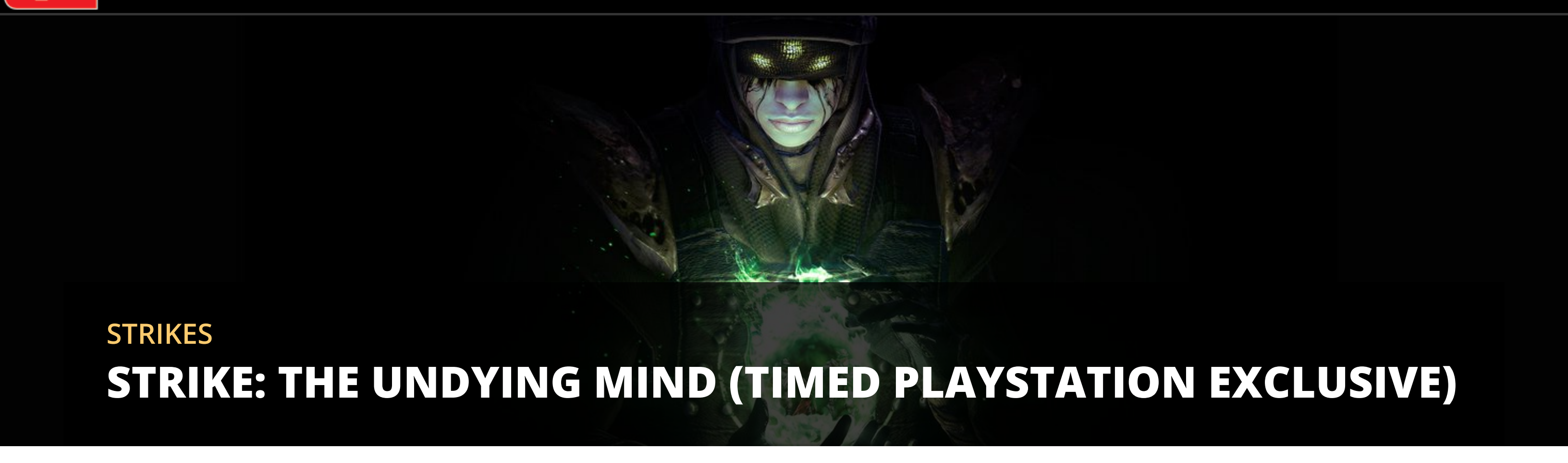
"The Sullen hearts will begin to crack and scream" will appear on-screen when the Hive Knights are defeated, signaling the spawn of a few Wizards. Try to engage the Wizards one at a time. Remember that you can use the swords to quickly change your aerial direction.

Once the Wizards are defeated, two Ogres (Thogar, the Forsaken and Malgor, the Forsaken) will spawn. Push out and eliminate the first Ogre before the other one can enter the room. Killing the Ogres before they can group up is key to winning this fight. If the Ogres form together, their accumulative damage will essentially "one-shot" a Guardian. With both Ogres defeated, the mission ends and the Urn of Sacrifice is ready to return to Xur in The Tower.

Eyes of The Forsaken

Quest	Requirement	Reward
Eyes of the Forsaken	Bring Eris the Eyes of the Forsaken that were acquired from Xur.	+100 Reputation and Legendary Gauntlets

Take the Eyes of the Forsaken that Xur provided for the Urn to Eris in the Tower. Once Eris receives the Eye's of the Forsaken, the player will receive Legendary Gauntlets and 100 Crota's Bane Reputation. Hunters will receive an Acolyte Rung; Titans will receive a Knightbone Guard; and Warlocks will be awarded with a Thrallskin Brace.



STRIKE: THE UNDYING MIND (LEVEL 20) (TIMED PLAYSTATION EXCLUSIVE)

Level 20 Strike / Meridian Bay, Mars

Enemy Races: Vex

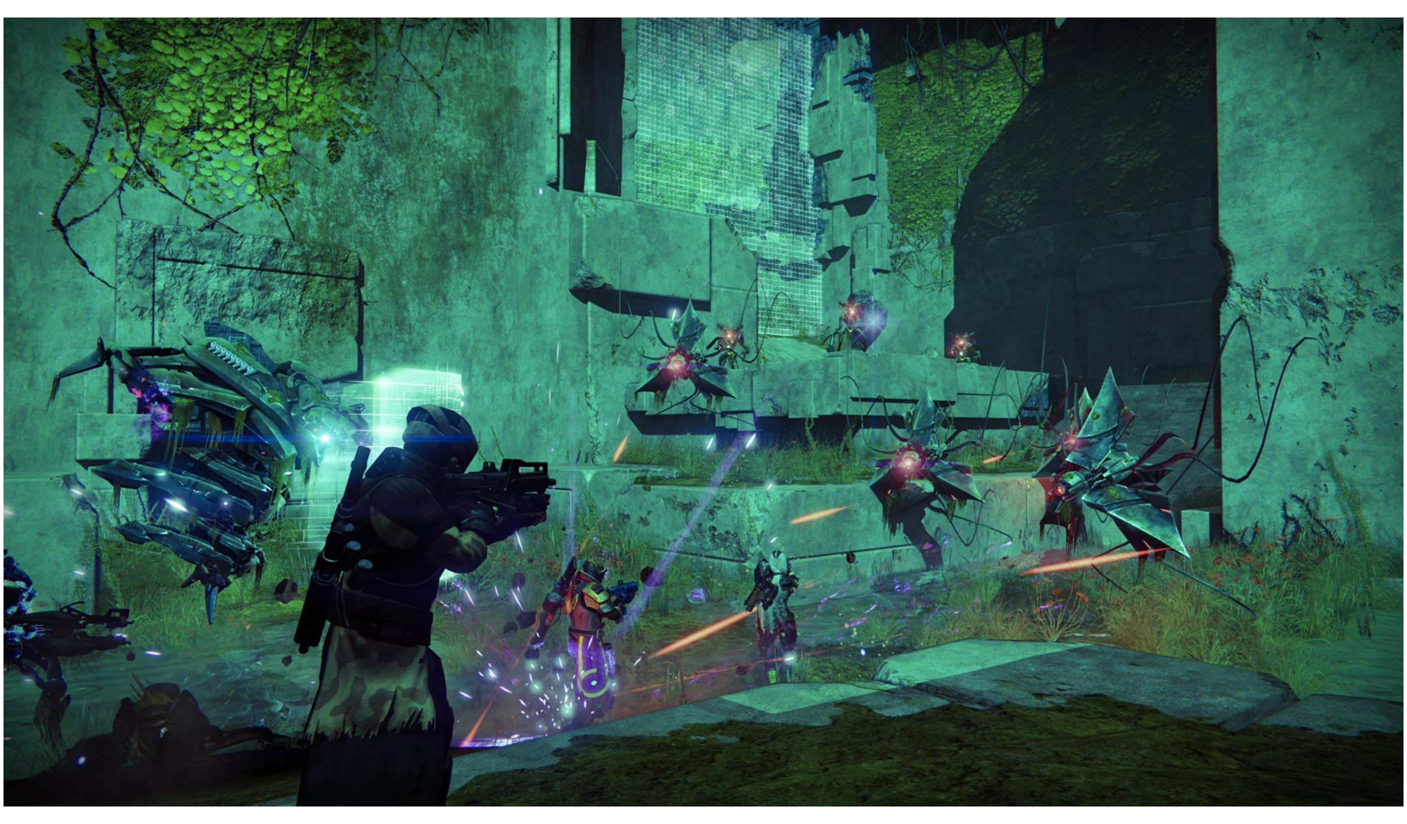
Suggested Damage Type: Void

Reward: Armor Upgrade

Objective: Find The Undying Mind

Location: Meridian Bay, Mars

Moving forward up the steps, the Guardians will enter the first phase on the Strike against multiple waves of Goblins, Minotaurs and Hobgoblins.



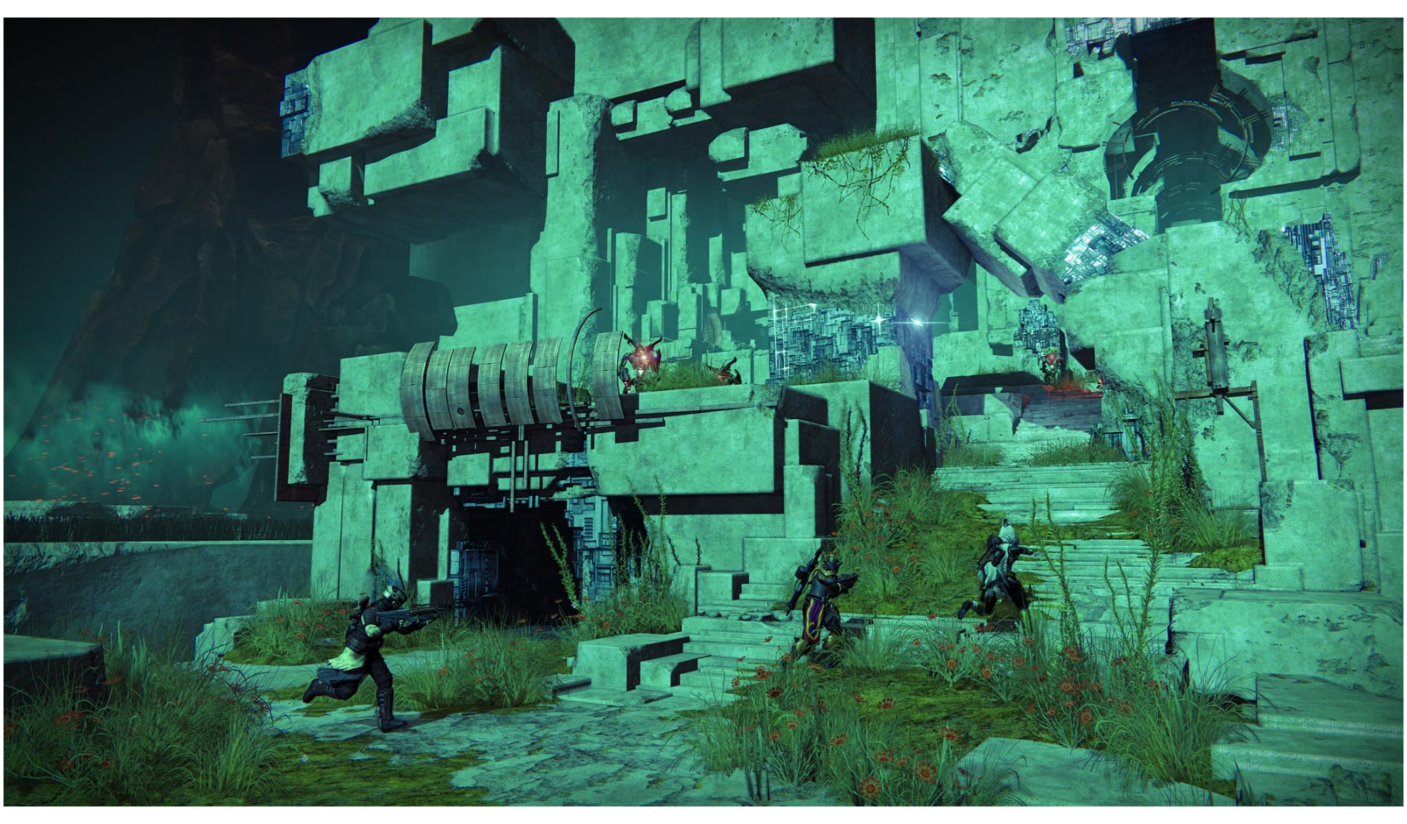
Once the initial wave is defeated, a second wave of Vex enter the fray, this time with added Harpys and greater numbers. Eliminate the Vex from the entrance area, then use the entrance as cover to destroy the remaining enemies. The third wave spawns with two Hydras, as well as an onslaught of other Vex minions.

Vex Headshot

Shooting the Vex in the head area will not cause critical damage; in fact, it may cause them to be more aggressive!

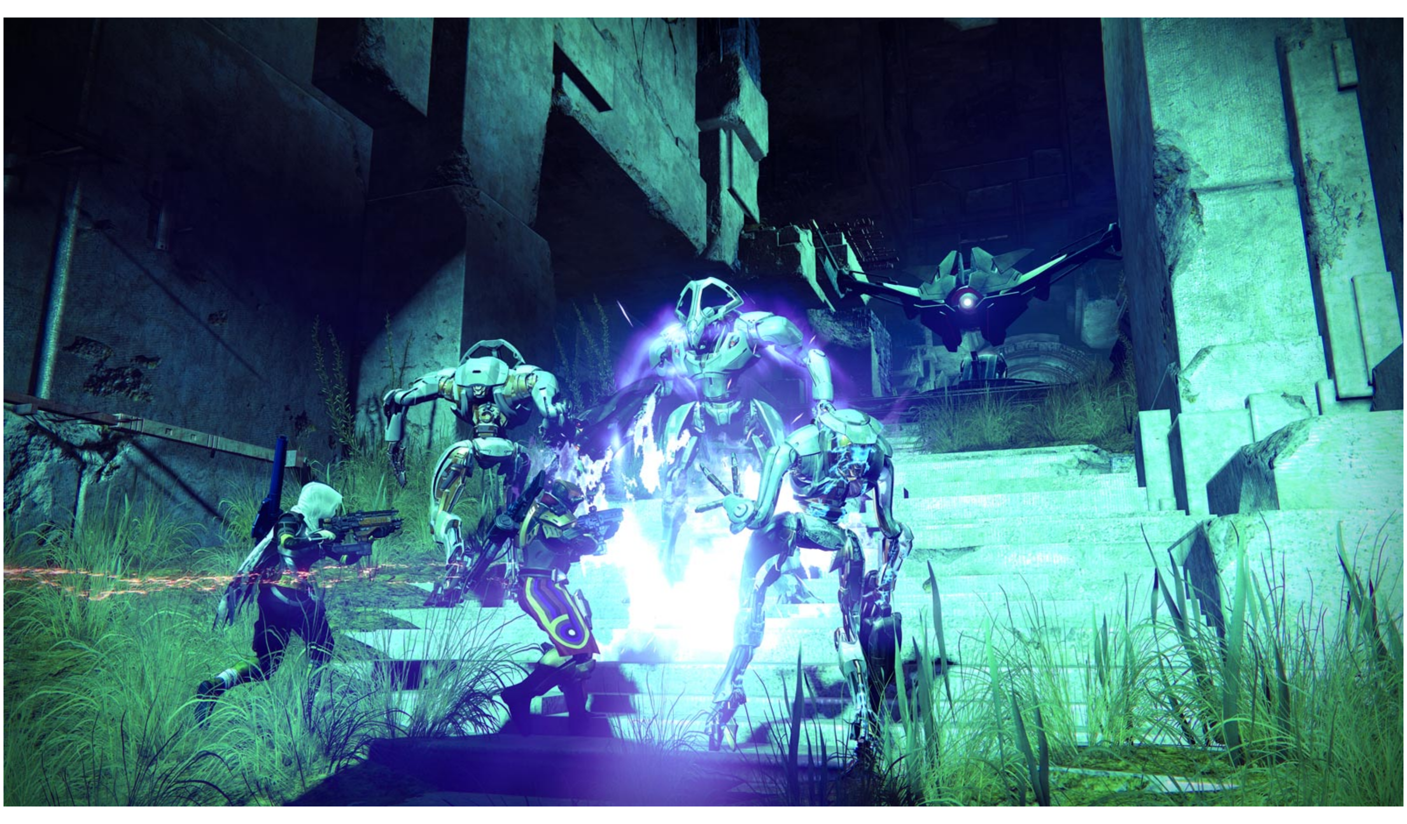
Objective: Reach the Mind

Next, scavenge for some ammo before continuing on to The Undying Mind. Head directly across from the entrance and follow the hallways. After a brief run, you will be fighting Vex up a long staircase.



Objective: Eliminate the Precursors

At the top of the staircase, the guardians will be confronted with a new type of Vex--the Precursor and Depraved Goblins and the Precursor Minotaur. These foes are stronger than the standard ones and more aggressive. Stay behind the center column for this fight to force the Vex to attack one by one, rather than facing them all at the same time.

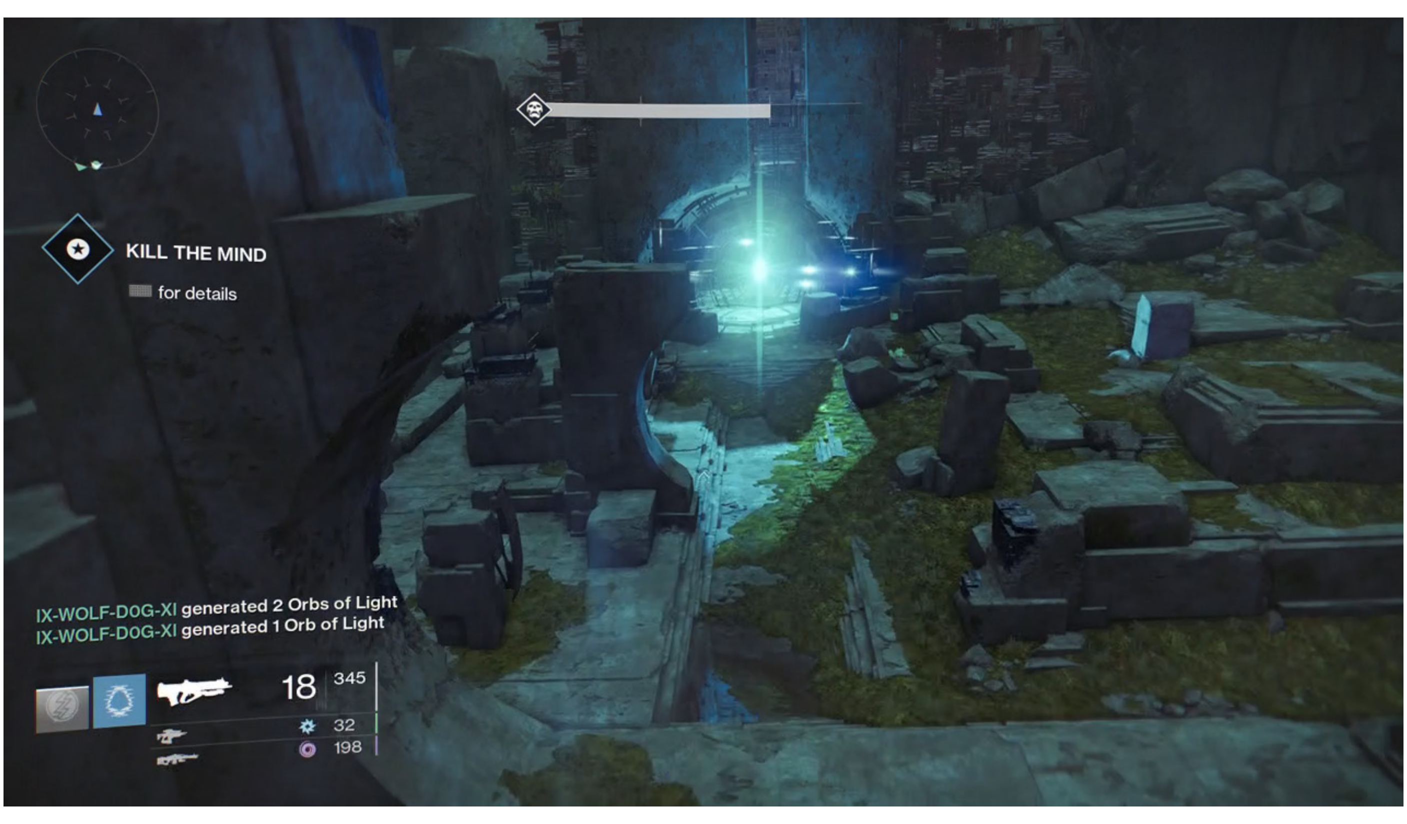


After the initial wave is history, the hallway previously blocked by a forcefield will open, spawning more enemies as well as some Precursor Hobgoblins. Near the top of the steps, look out for a large Harpy called the Divisive Oculator. The Divisive Oculator can lob large orbs of energy, so take cover while eliminating lesser enemies before taking it on. Aim for the eye!

Objective: Fight to the Mind

With the Divisive Oculator defeated, the Guardians will no longer be in a Darkness Zone, but this doesn't last for long. Heading up towards the defeated Oculator's remains, defeat all the Vex and continue to the left towards the outside. After that short fight, the Vex will not appear until just before the final battle. Use this time to use an Ammo Synthesis, if needed.

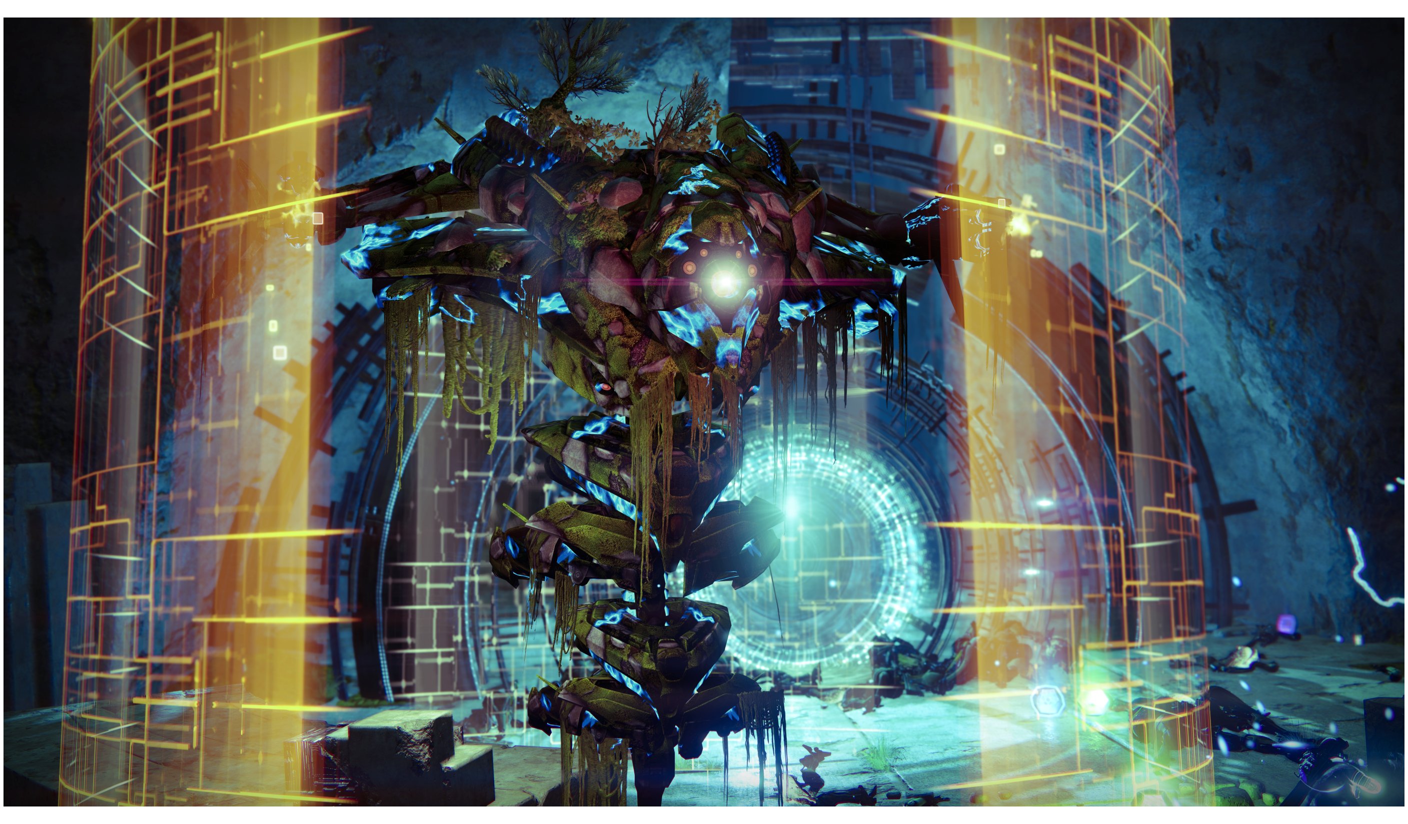
Just before contact with the Vex, the Guardians will enter a Darkness Zone. This battle takes place just outside the room that will soon contain The Undying Mind. Eliminate the Goblins and Minotaurs, then enter the next room. Once the portal on the far side of the room activates, it spawns two Goblins at a time for a period of time until a pair of Minotaurs emerge from the portal.



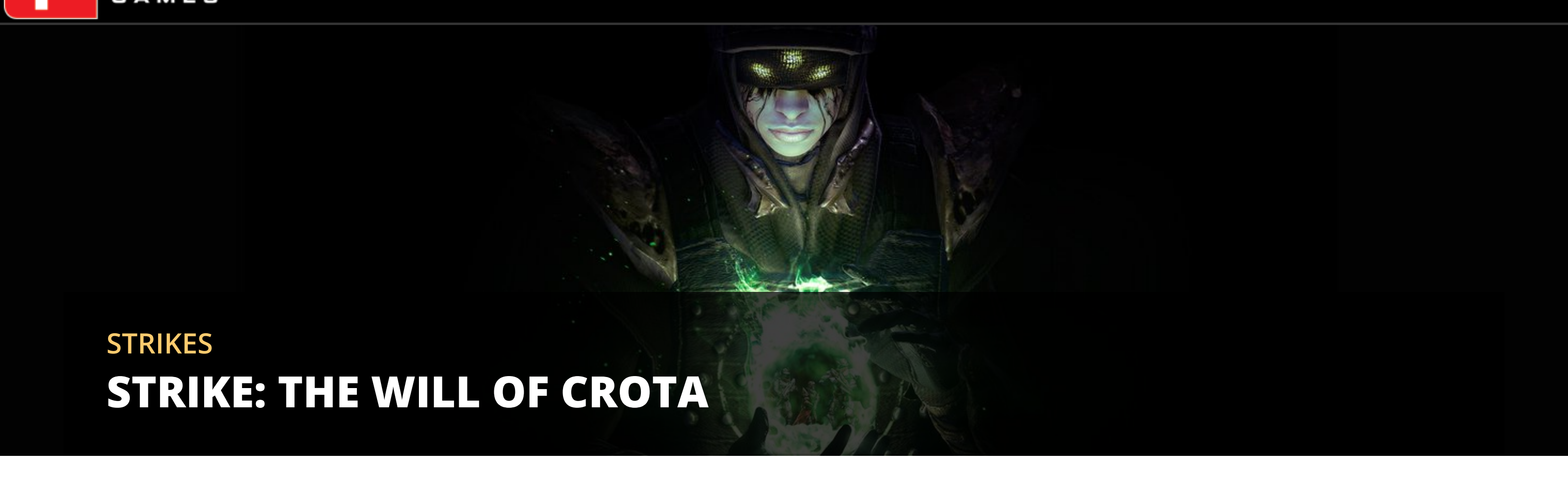
IX-WOLF-DOG-XI generated 2 Orbs of Light
IX-WOLF-DOG-XI generated 1 Orb of Light

When the Minotaurs are defeated, the portal will begin to pulse and The Undying Mind will begin to summon. Spread out to different sides of the room, reload your weapons, and prepare to fight!

The Undying Mind has three rotating shields that cannot be disabled, but it also has three vulnerable openings. Have one Guardian attempt to inflict damage at all times. When the Mind appears, it will spawn with a small number of Goblins and Hobgoblins.



When The Undying Mind reaches approximately 50% health, a wave of Precursor Vex will be summoned on all sides of the room. This is a good time to use a Super to quickly dispatch the enemies and return focus to The Undying Mind. Another wave of Precursor Vex will materialize as The Undying Mind reaches about 20 to 25% health. Once the final wave of Vex is eliminated, all that stands between the Guardians and victory is The Undying Mind. Eliminate it and claim your reward!



STRIKE: THE WILL OF CROTA

Level 28 Strike / Old Russia, Earth

Enemy Races: Fallen, Hive

Suggested Damage Types: Arc, Solar

Reward: Armor Upgrade

Objective: Track Omnigul

Location: Forgotten Shore

Begin the search for Omnigul in the Forgotten Shores. Head up the road to the Terrestrial Complex and into the first Darkness Zone of the strike

TRACK OMNIGUL
for details

Objective: Search the Terrestrial Complex

Location: Terrestrial Complex

The Terrestrial Complex houses the first Darkness Zone for this strike. Upon entry, the Guardians get rushed by some Reaver Captains. Take them out quickly and try to stay near the top of the steps in the main combat room. Dregs, Vandals and additional Captains will lie in wait in the big room. Take out snipers that can hit you through the left and right doorways before the wave of Shanks descend upon you.

Following the wave of Shanks, a group of Stealth Vandals will start to attack. Utilize a Shotgun or Fusion Rifle to quickly dispose of them. Retreating down the staircase may force the enemy to retreat temporarily, granting the Guardians time to reload and use some Ammo Synthesis if necessary.

After eliminating a number of Fallen, Eris warns that the Hive are coming. Thrall will enter the big room, attacking the Fallen and rush your hiding place. Back away or retreat into the staircase and dispose of them before attempting to fight the remaining Hive and Fallen.

Objective: Eliminate the Fallen

The battle on the inside of the Terrestrial Complex may have ended, but the war still rages on outside. Take on the Fallen army just outside the Terrestrial Complex's walls. Do not extend too far in the beginning of the battle, as Dropships will unload more Fallen. Also, be on the lookout for Shanks sneaking into the room.

PRIMARY AMMO FULL
72
184
609

Vandal Sniper

When exiting towards the outside, check the ledge above you when stepping out. There will most likely be a Vandal waiting to snipe your Guardian from behind.

The last Dropship will release King Baron Physkin, as well as two Elder Captains. Eliminate them and the door will open to the next area and end the Darkness Zone.

Objective: Breach the Jovian Complex

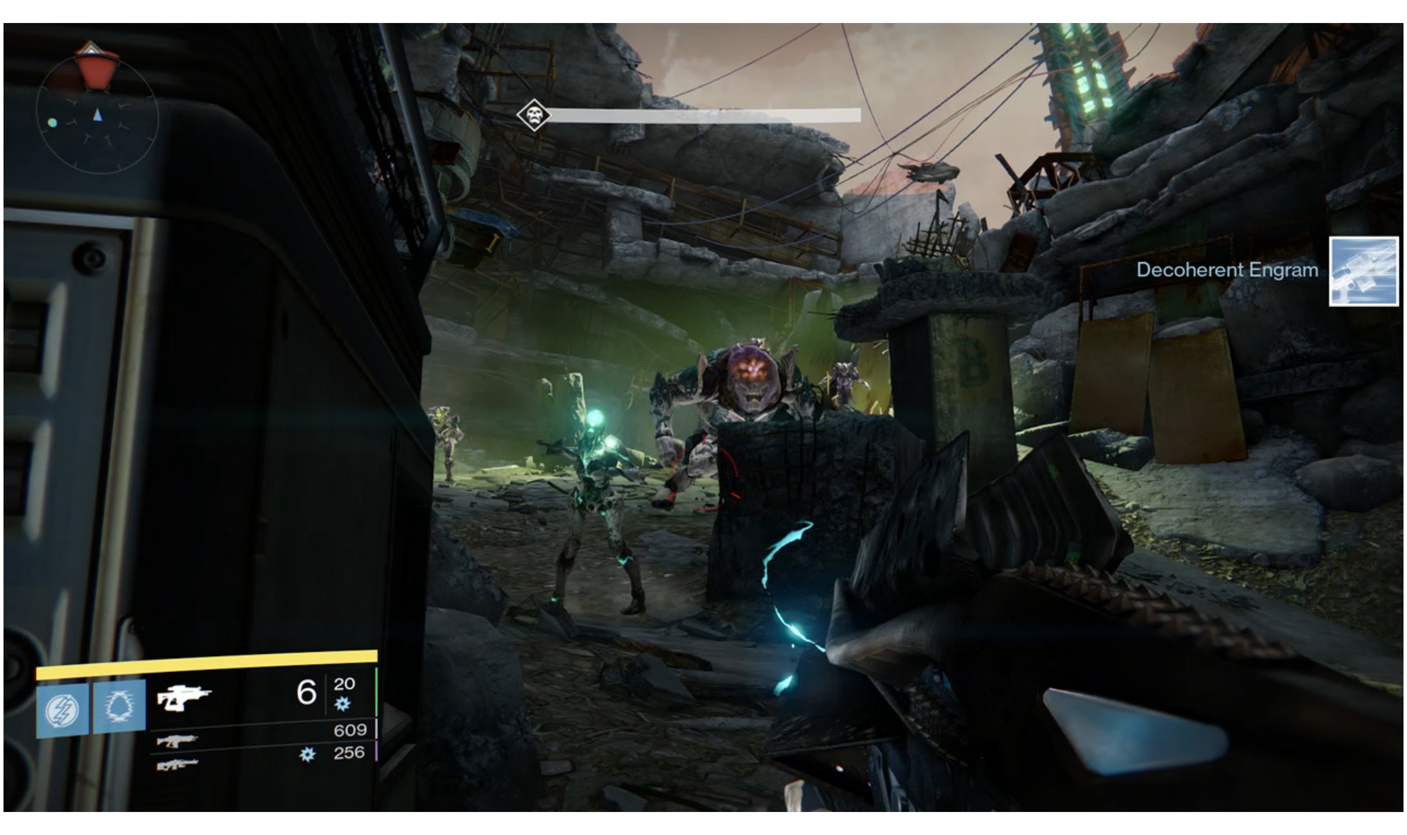
Location: Skywatch

Exit the Terrestrial Complex and head into Skywatch. This is a public area, so you may see a few weak enemies that should pose little threat. Look for the entrance inside of the glowing green and black spire to the right upon entering Skywatch. Follow the path down to a door with a keypad next to it. Use your Ghost to hack the keypad and gain entry into the Jovian Complex.

Objective: Find Omnigul

Location: Jovian Complex

Contact with Omnigul happens almost immediately as the Guardians enter the door. Do a little damage to scare off Omnigul and prepare for a fight! With a screeching sound, Omnigul will summon Thrall, Hallowed Knights and Cursed Thrall. Retreat towards the entrance if needed to prepare for another attack. An Ogre will shamble down the broken ground towards you with a few Hive Knights and Wizards to back it up.



Work your way up the incline, staying to the right and using cover to take out the remaining Hive Knights and Acolytes.

Objective: Kill Omnigul

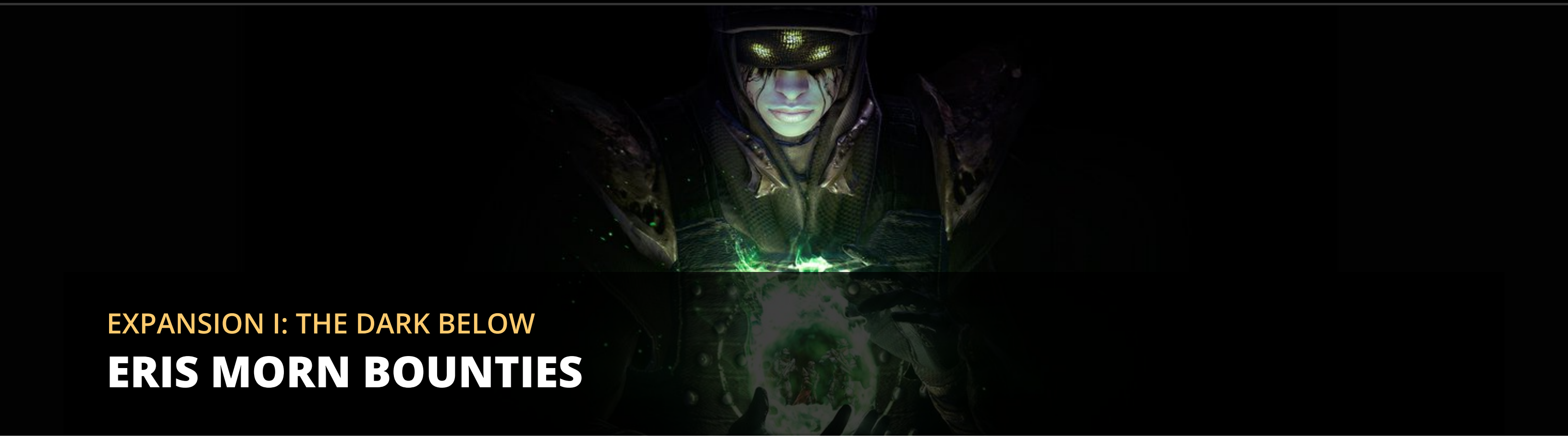
Once at the top of the incline, the objective changes to kill Omnigul. The room that the Guardians enter at the top of this hill is crucial in the battle to defeat her. There is only enemies that spawn in this room are Cursed or Hallowed Thrall.

Omnigul will stay on the platform in the center of the main room, so use this to your advantage by staying out of her line of sight while eliminating all of the lesser enemies. Once that is accomplished, take out her shields and unload your heavy weapons onto Omnigul.

Lower Omnigul's Shields

Omnigul's shield is Arc based, so use Arc-type weapons to lower it, then hammer away with your best weapons!

There are three waves of enemies after the initial rush that greets the Guardians when entering the last room of the Jovian Complex. Each wave starts with Omnigul's trademark screech. When you hear the screech, quickly move to a safe position to fight the spawning enemies. When Omnigul is eliminated, the strike ends and the Guardians are victorious!

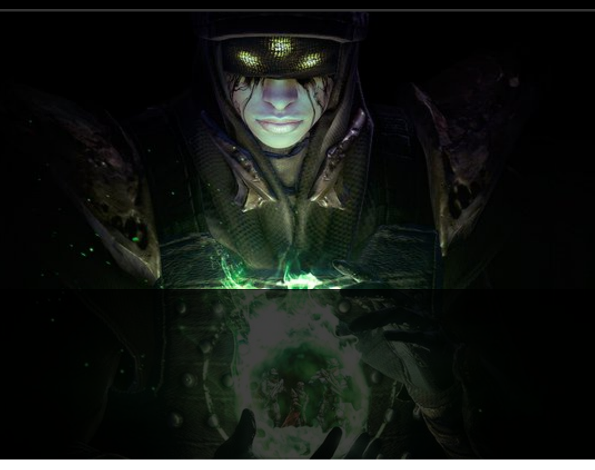


EXPANSION I: THE DARK BELOW

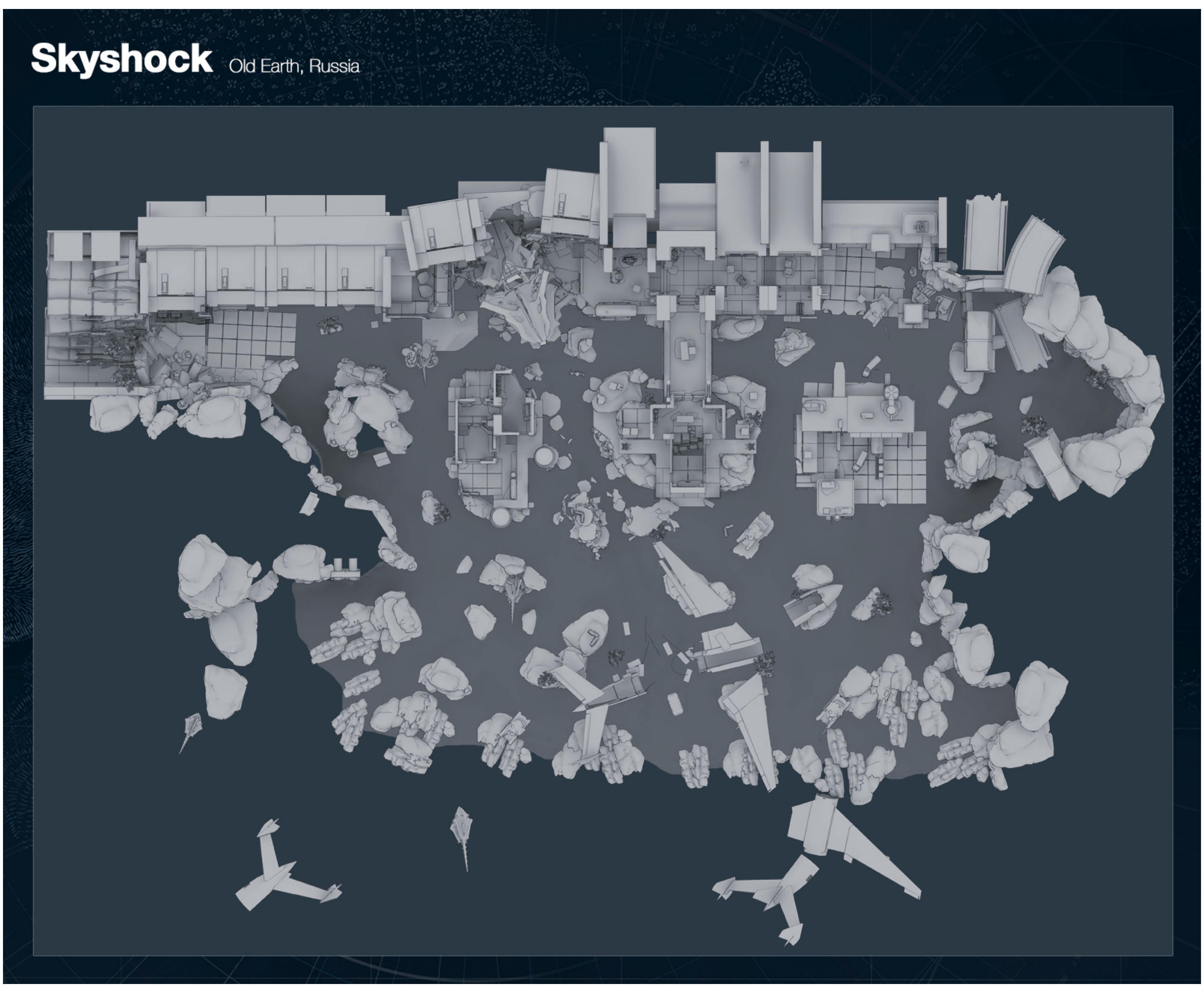
ERIS MORN BOUNTIES

Eris Morn Bounty List

Bounty	Requirement	Experience	Crota's Bane Reputation	Other Award
Siege of the Warmind	Defend Rasputin in the "Siege of the Warmind" mission on Earth with the heroic modifier active. (*Only appears if the player previously completed in story mode.*)	+5000	+100	N/A
Blades of Crota	Hunt the Knights who serve as the Blades of Crota on Earth and the Moon.	+3750	+75	N/A
Out of Sight	Kill Hive from behind.	+3750	+75	N/A
The Unseen*	While invisible, land the killing blow on a Hive Wizard with a Sniper Rifle. **requires Hunter Class*	+3750	+75	N/A
The Cleansing	Kill any Majors of Ultras in a Nightfall Activity.	+5000	+100	3 motes of light
Cut Them Down	Kill Hive using a Blade's sword on Earth.	+3750	+75	N/A
Hard Fall	Rapidly kill 4 Hive with a heavy weapon 5 times. Death will reset your progress.	+3750	+75	Heavy Ammo Synthesis
Husk Reaper	Collect Husk Shards by defeating Hive on any destination.	+3750	+75	N/A
Sleight of Hand*	Defeat Hive with precision damage using your throwing knife. **requires Hunter Class*	+3750	+75	N/A
Let's Dance	Rapidly kill 7 enemies with melee.	+3750	+75	N/A
The Will of Crota	Exterminate Omnigul and her spawn in The Will of Crota Strike on Earth. **Only appears if the player previously completed in story mode.*	+5000	+100	Quest bounty
Atonement	Rapidly kill 3 Hive with a special weapon 5 times. Death will reset your progress.	+3750	+75	Special Ammo Synthesis
Chase the Dark*	Kill Hive with Axion Bolt **requires Warlock Class*	+3750	+75	N/A
Shine A Light	Use Solar or Arc ability to kill any enemy.	+3750	+75	N/A
Deadshot Collector	Kill Hive with precision damage while under the effect of a Black Wax Idol.	+3750	+75	N/A
Cut to the Quick*	Rapidly kill 10 Hive with Arc Blade. **requires Hunter Class*	+3750	+75	N/A
Fist of Crota*	Find and Eliminate Sardon in "The Fist of Crota" mission on Earth with the Heroic modifier active. **Only appears if previously completed in the story.*	+5000	+100	N/A
The Wakening*	Stop the Hive from summoning Crota's soul in "The Wakening" on the Moon with the Heroic modifier active. **Only appears if previously completed in the story.*	+5000	+100	N/A
Bonebreaker*	Find and Eliminate Sardon in "The Fist of Crota" mission on Earth with the Heroic modifier active. **requires Titan Class.*	+3750	+75	N/A
Boneshaker*	Kill 7 Hive at once with Fist of Havoc. **requires Titan Class*	+3750	+75	N/A
The Cleansing	Kill Hive Majors or Ultras in a Nightfall activity.	+5000	+100	N/A
Purifier*	Kill 7 Hive at once with Nova Bomb. **requires Warlock Class*	+3750	+75	N/A
One of Us	Kill Hive Majors or Ultras with any of Eris' class items equipped.	+3750	+75	N/A
Light the Dark*	Rapidly kill 10 Hive with Grenade Abilities while under the ffect of Radiance. **requires Warlock Class*	+3750	+75	N/A
Illuminator	Generate 50 orbs of Light.	+3750	+75	N/A
Unwavering Light	Complete 5 Bounties in a single day.	+3750	+75	N/A



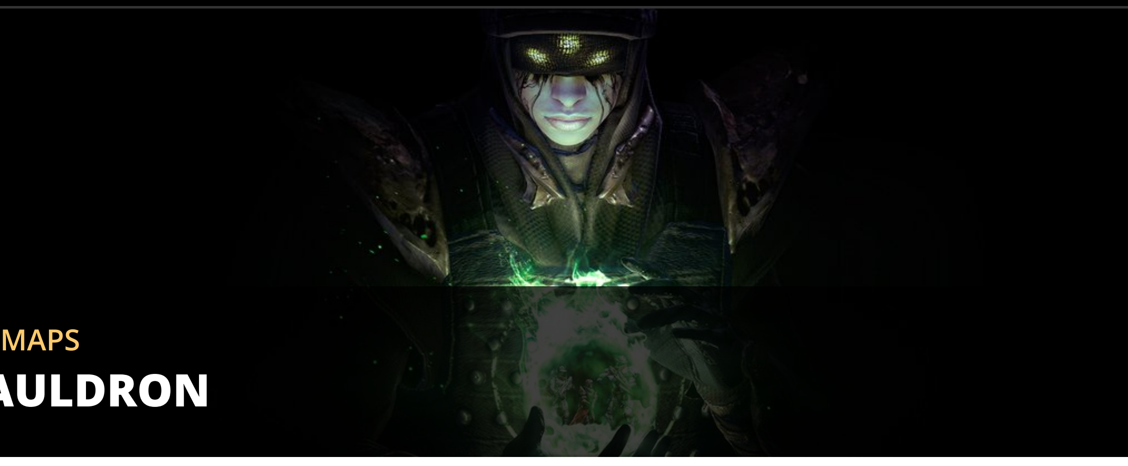
SKYSHOCK



Skyshock is arguably the biggest map in PvP. It has wide open plains, close quarters building combat, and some planes rusting away near the edge of the map, making this map a tactical nightmare if you lack a team.

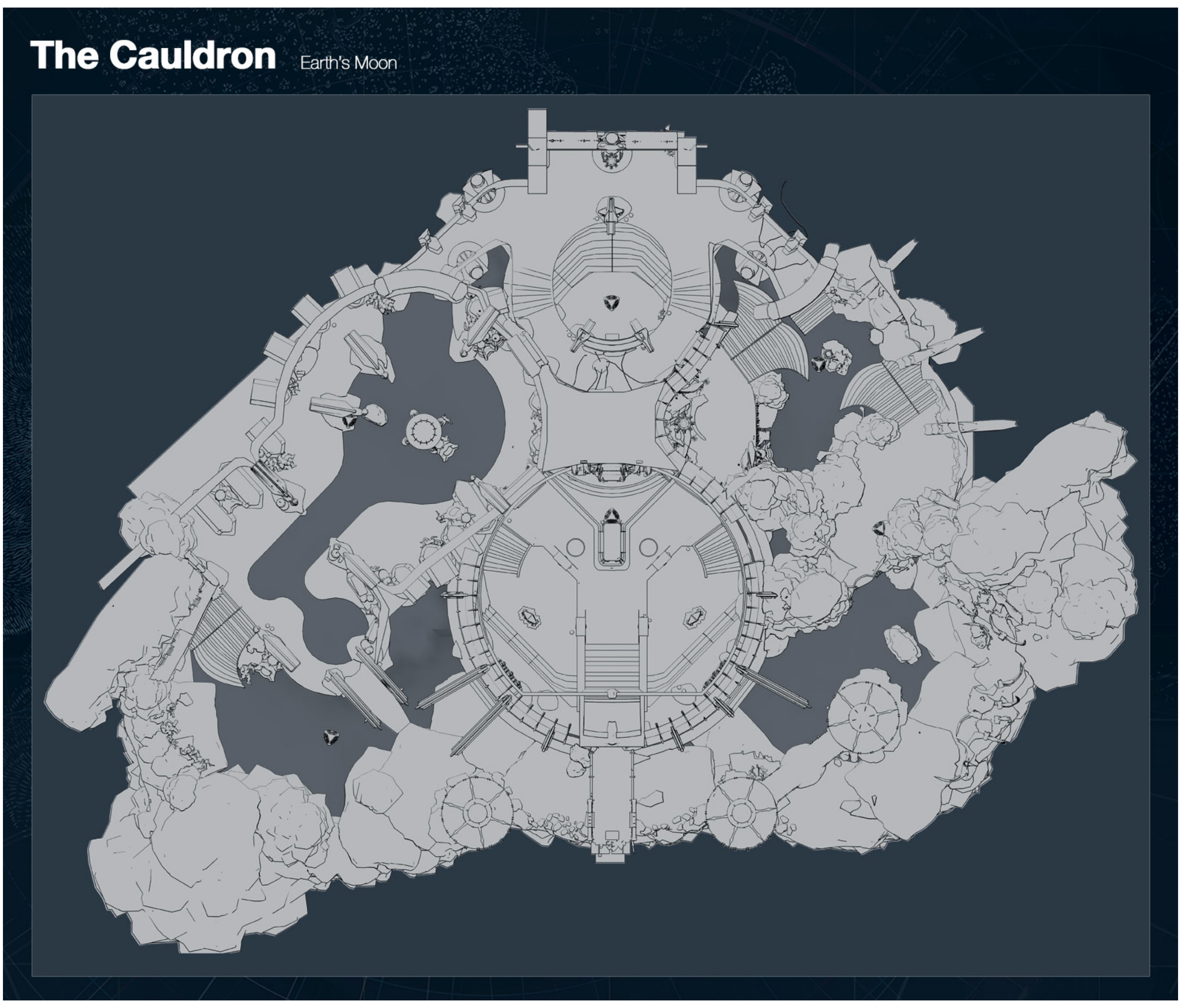
At the start of the match decide if you want to rush and attempt to flank the enemy, or focus on getting a tactical advantage for the middle objective fight. The middle objective is located far to the side of the map, opposite the downed planes, drawing most of the combat to the center buildings. With all the fight happening near the objectives, try weaving through the planes to conceal your movement while working towards the enemies' flank.

There are three heavy ammo spawns on this map, all of them next to the 3 control objectives, if the enemies are taking an objective, grab ammo and rush in. Taking the ammo will not only increase your odds of clearing the objective, but it will also take the majority of it away from the enemies that are capturing the objectives. Experienced players will benefit from using a Scout Rifle for the outdoor areas and a shotgun or fusion rifle for indoors. Newer players may wants to use a Sniper Rifle to get one shot kills from a distance, then use an Auto Rifle when moving into close quarters areas.



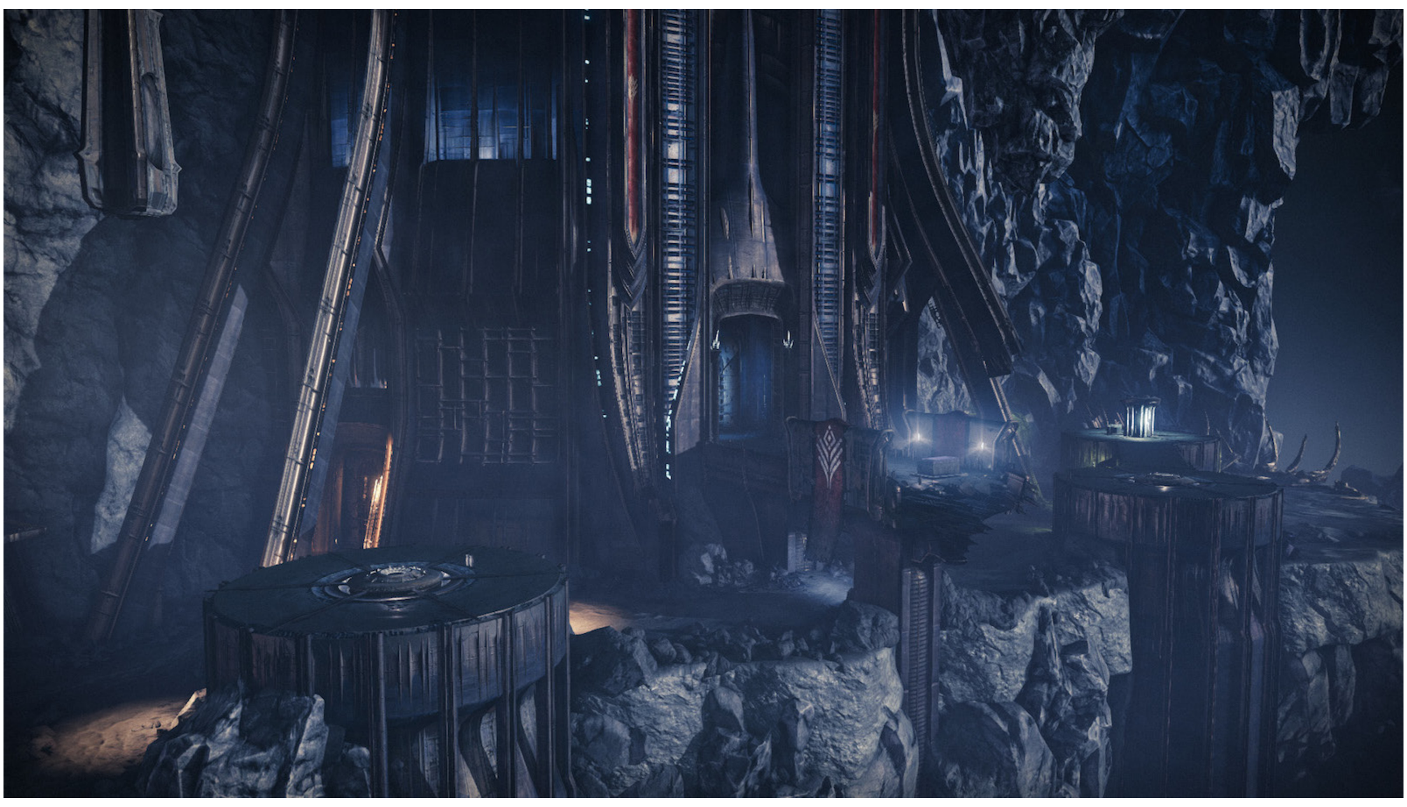
CRUCIBLE MAPS

THE CAULDRON



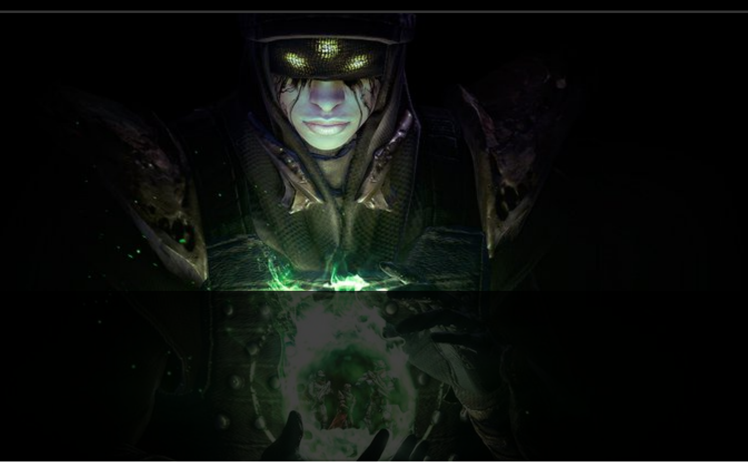
Cauldron has two main parts, a circular center area, and an outdoor area that provide most of the action for thegame.

The two spawns start on opposing sides of the map, each with its own significant color scheme of orange or green. Use this to quickly communicate and plan your teams attack. Most outdoor areas are a good spot for snipers, however, due to the "C" shape of this outdoor area, snipers are less effective.



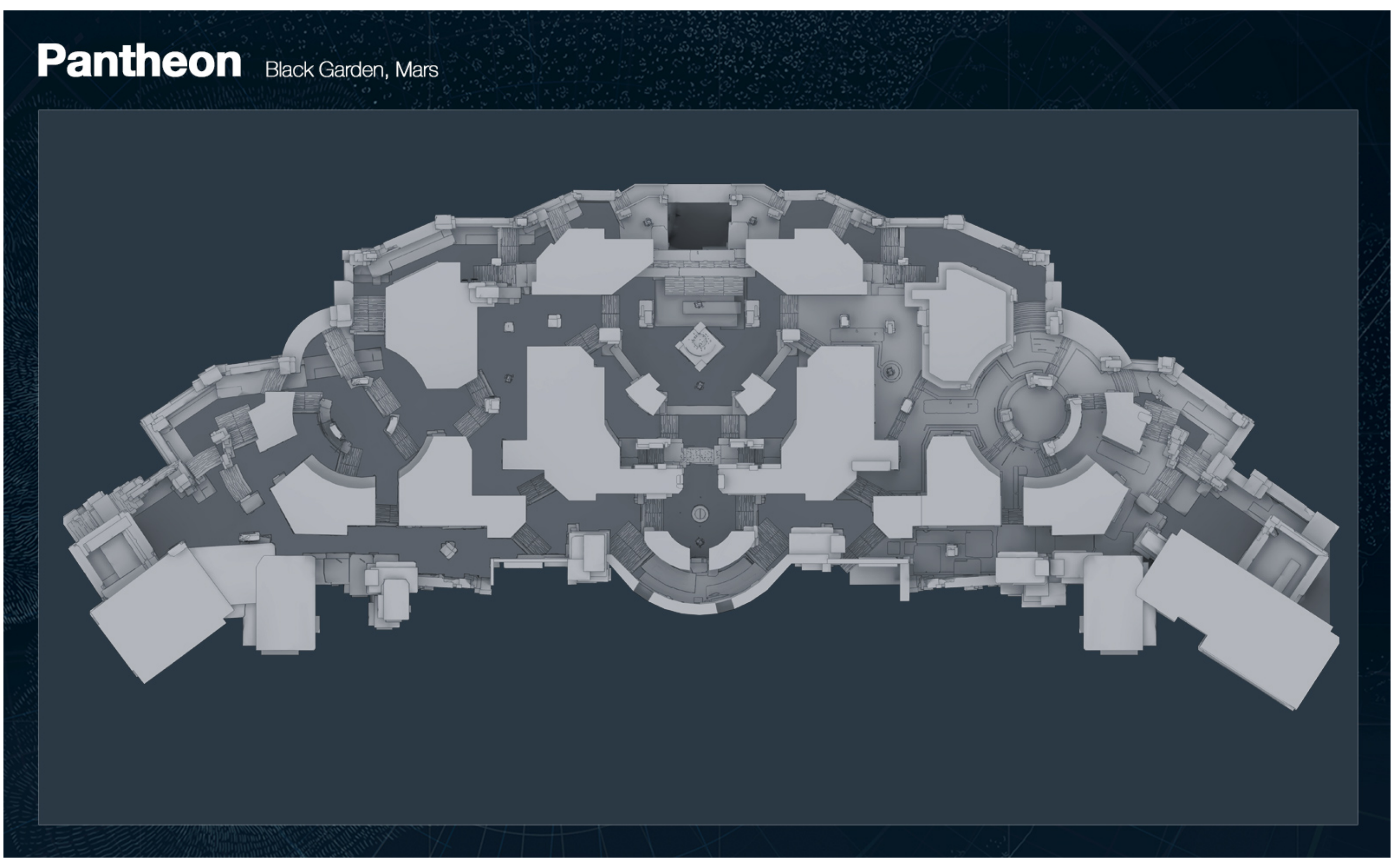
Using a Fusion Rifle if best for this map as most engagements will take place from a medium range across the main room or on the outside edge of the map. Shotguns have limited effectiveness in this game due to the fact that most areas open up quickly, putting the shotgun user at a range disadvantage.

If the enemy is holding the middle area, consider shifting the focus to the outside, then push in the middle door and eliminate the enemies from behind. The doors heading into the main middle area will only open when enemies are near, use that as a sign to warn you of theirpresence.

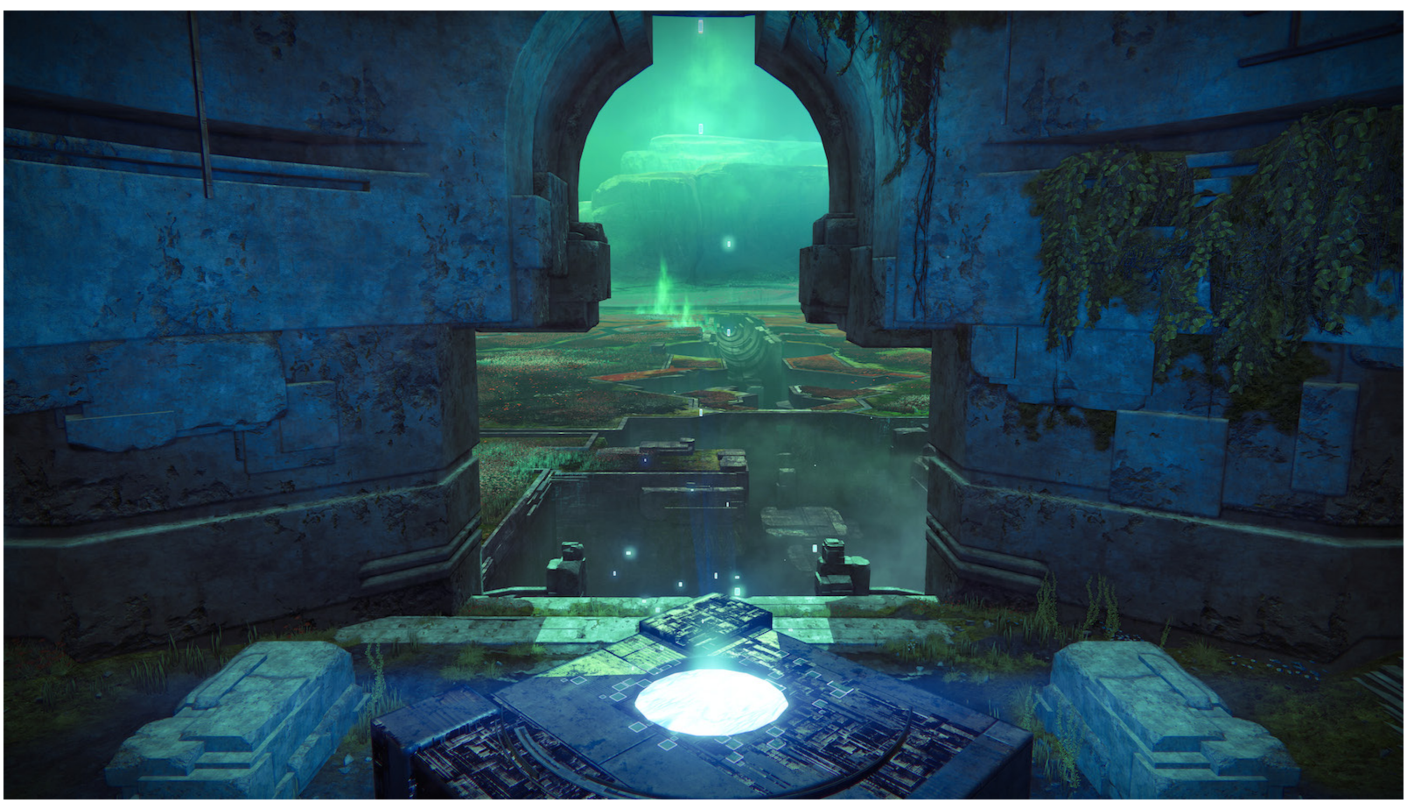


CRUCIBLE MAPS

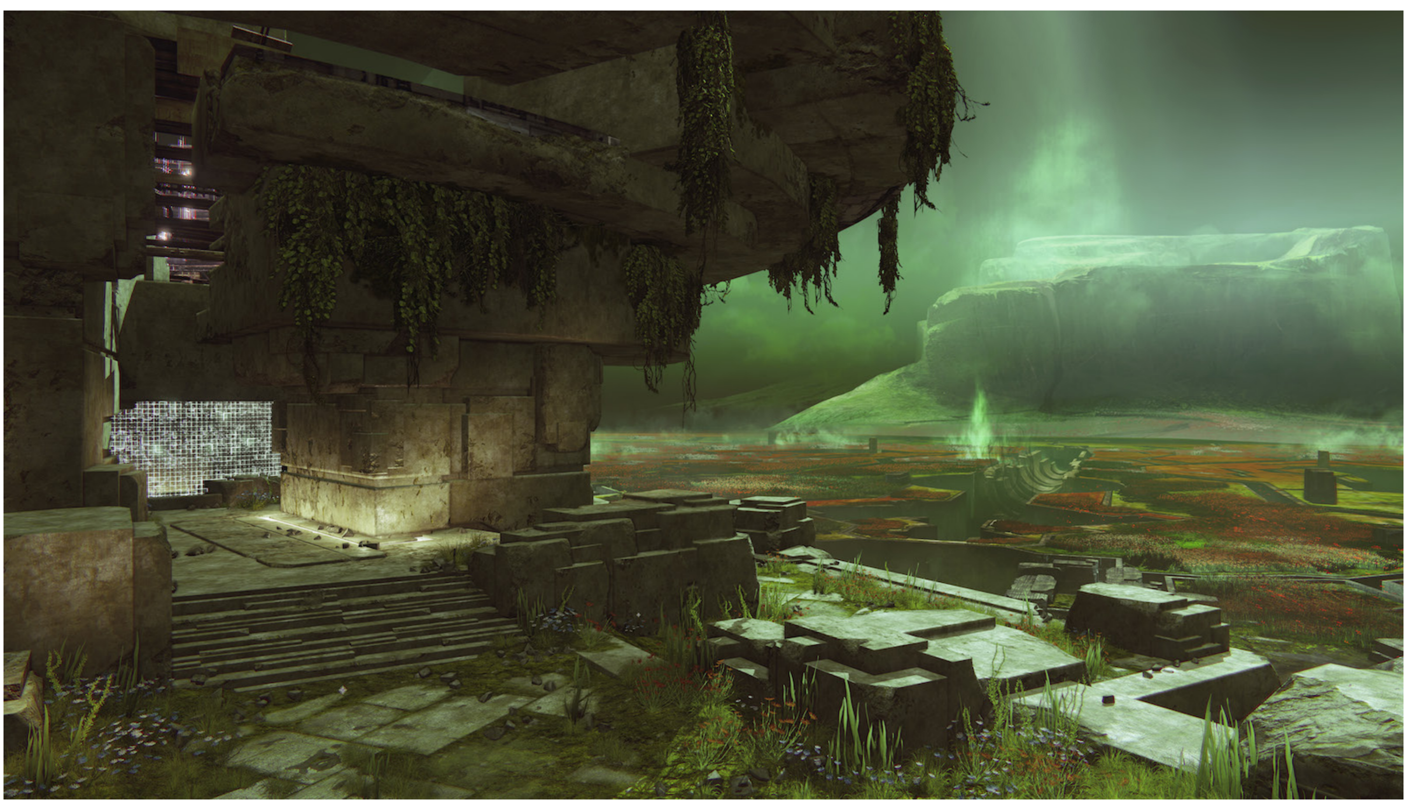
PANTHEON



Pantheon is a small map with lots of tight corners and an outdoor flanking route. Moving as a team is a must as it is easy for the enemy to flank in the maze of hallways.

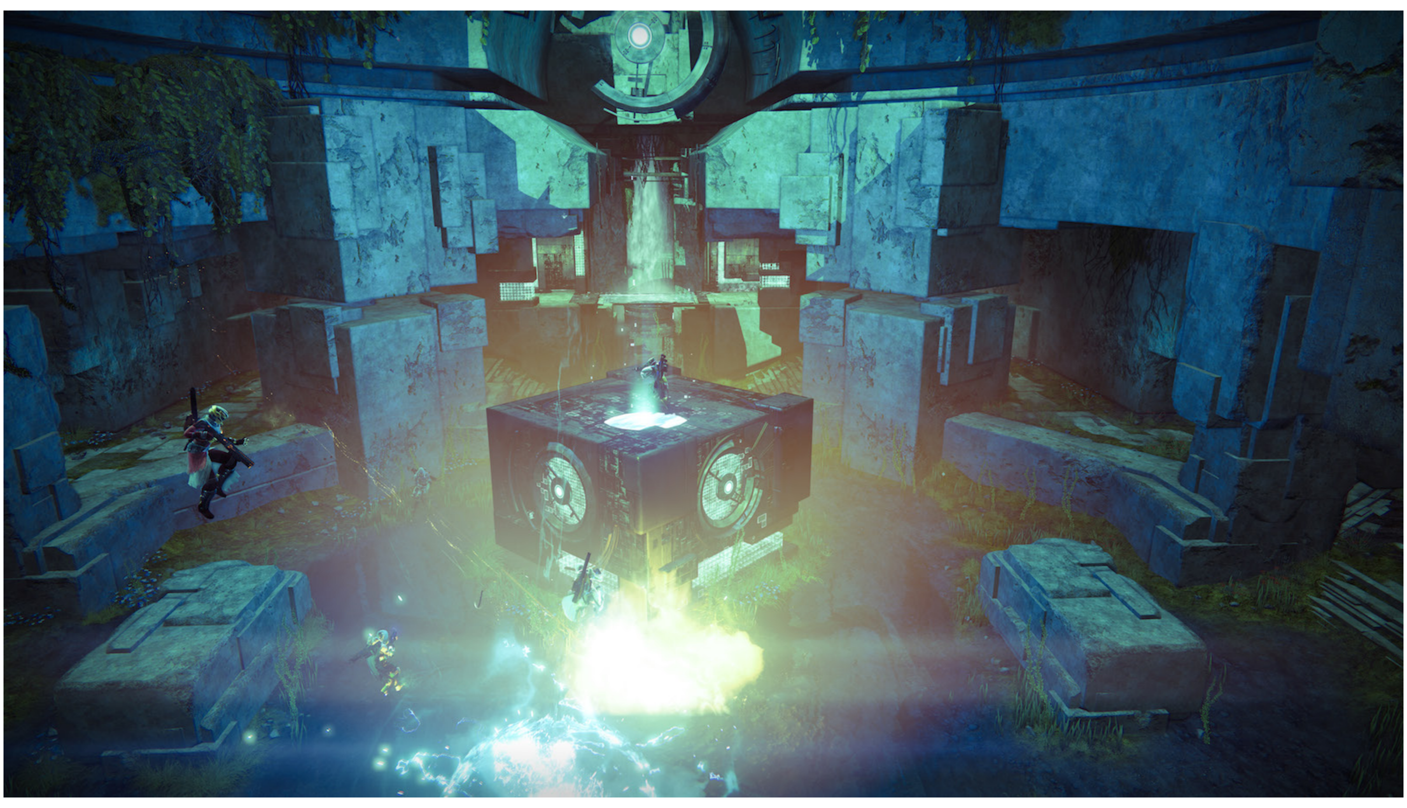


Most of the action takes place in the middle of the map, be prepared for an exchange of grenades at the beginning of the map. Try to push around the inside of the map early game. Using the hallways may take a bit of extra time to cross the map compared to the outside path. The outer path is much more exposed from multiple angles, making it a high risk area when running solo.

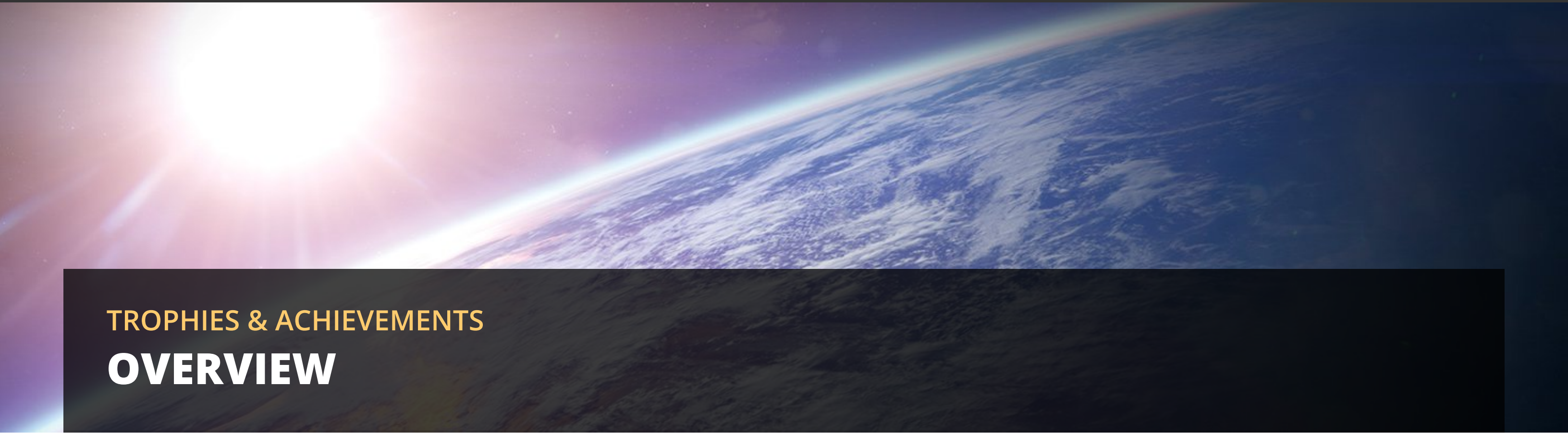


Although the outdoor area is exposed, it is good to maintain control of it as there is a heavy ammo spawn, and easy access to the center of the map. This is the only area that a sniper rifle is effective, however most players tend to stay out of this area so carrying a sniper rifle will put you at a disadvantage in the other map areas.

Before entering on of the larger map areas, or nearing the end of a hallway, consider crouching to help catch the enemy off guard and prevent "corner campers".



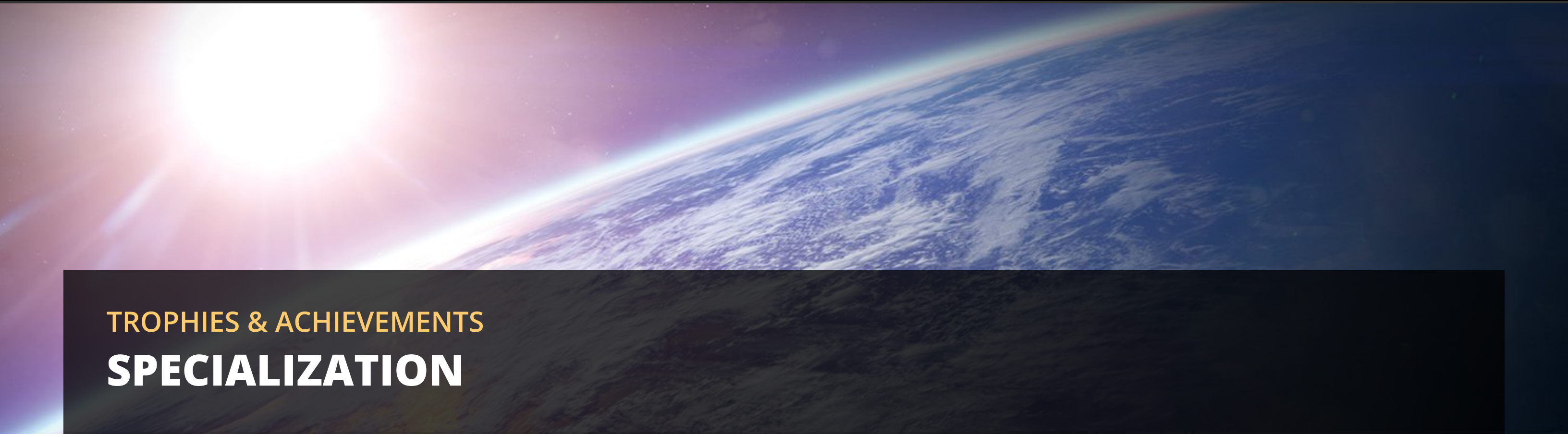
To help call out the enemy position there are a few landmarks that can be spotted on the map. Half of the map has orange lighting effects, while the other side has a light blue lighting effect. The waterfall and large glowing cube signify the middle of the map, so once you determine which side you are on communicate that to your team and work towards the enemy spawns.



TROPHIES & ACHIEVEMENTS

OVERVIEW

The Trophies and Achievements for Destiny are as varied as the game. You can earn several by upgrading your character through specialization and gear, while you acquire most through the many cooperative and competitive gameplay modes. Feats that require completing an objective a predetermined number of times are tracked as you make progress toward them. As you hit milestones, a message lets you know where you stand.

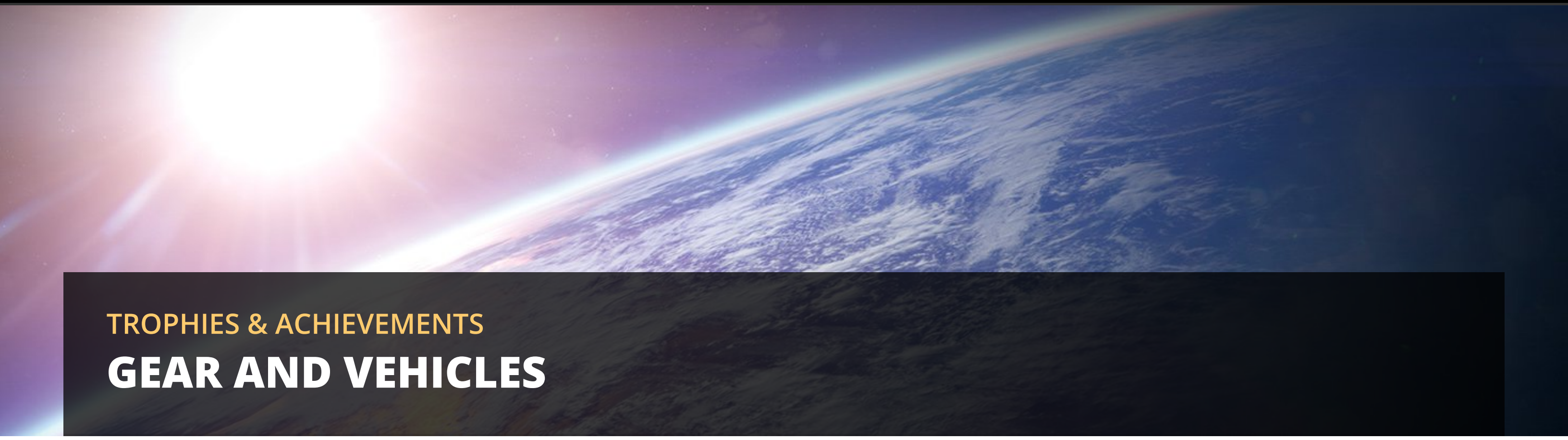


TROPHIES & ACHIEVEMENTS

SPECIALIZATION

Unlock every node of one subclass for Hunter, Titan, and Warlock to earn three awards. This requires having one of each class on the three character slots, and then earning enough experience to complete one of their specializations. There are several groups of three nodes, where only one can be selected at a time—this gives you some freedom to customize your character to your liking. Once you have the option of two grenade abilities, switch between the two to earn Change of Heart.

Emblem	Name	Description	Trophy	Gamer Score
	Change of Heart	Reverse a decision you made in an upgrade grid.	Bronze	20
	Hunter Mastery	Fully upgrade a Hunter subclass.	Silver	30
	Titan Mastery	Fully upgrade a Titan subclass.	Silver	30
	Warlock Mastery	Fully upgrade a Warlock subclass.	Silver	30

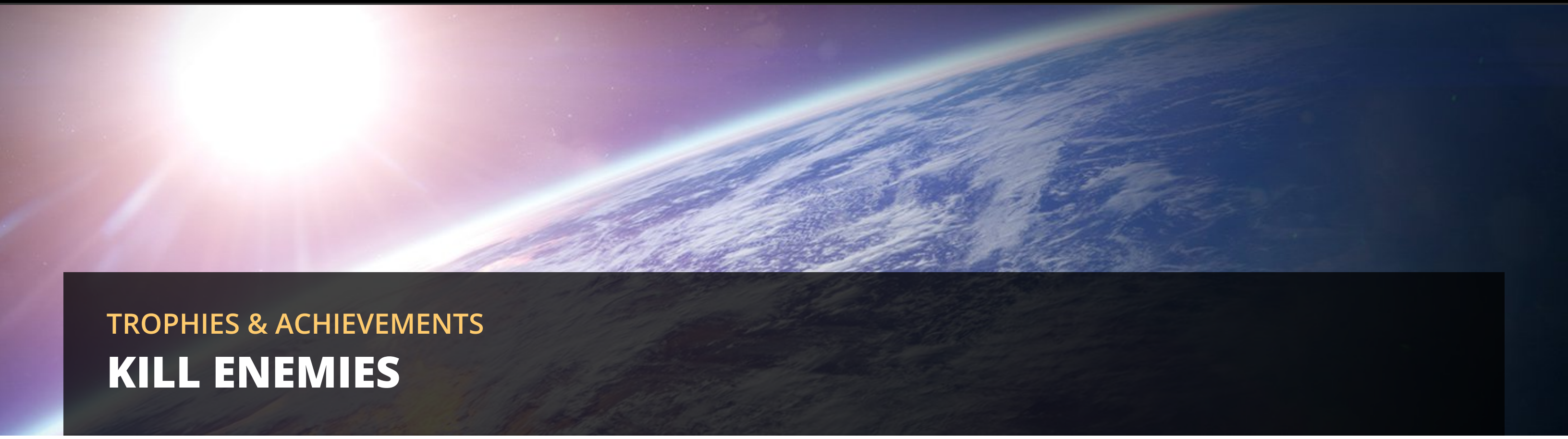


TROPHIES & ACHIEVEMENTS

GEAR AND VEHICLES

Inspector is the easiest Trophy/Achievement to acquire. Simply look at another player and press in on the Right Stick to inspect their Guardian. You earn the rest of these by collecting gear and acquiring vehicles. Turn in any Engrams you find to the Cryptarch and dismantle equipment you no longer want. Legendary and Exotic gear are the rarest finds in the game, so expect to spend many hours completing these feats.

Emblem	Name	Description	Trophy	Gamer Score
	Inspector	Inspect another player.	Bronze	20
	Decryptologist	Decrypt 25 Engrams.	Bronze	20
	Use of Weapons	Dismantle 50 pieces of armor or weapons.	Bronze	20
	Fully Weaponized	Fully upgrade a Legendary weapon.	Silver	30
	Packing Heat	Fully upgrade an Exotic weapon.	Silver	30
	The Life Exotic	Obtain and equip a piece of Exotic gear.	Silver	20
	Suited for War	Have all armor and weapon slots equipped with Legendary or Exotic gear.	Silver	30
	Ship Rite	Rebuild a jumpship.	Bronze	20
	A New Steed	Obtain and equip a new personal vehicle.	Bronze	20

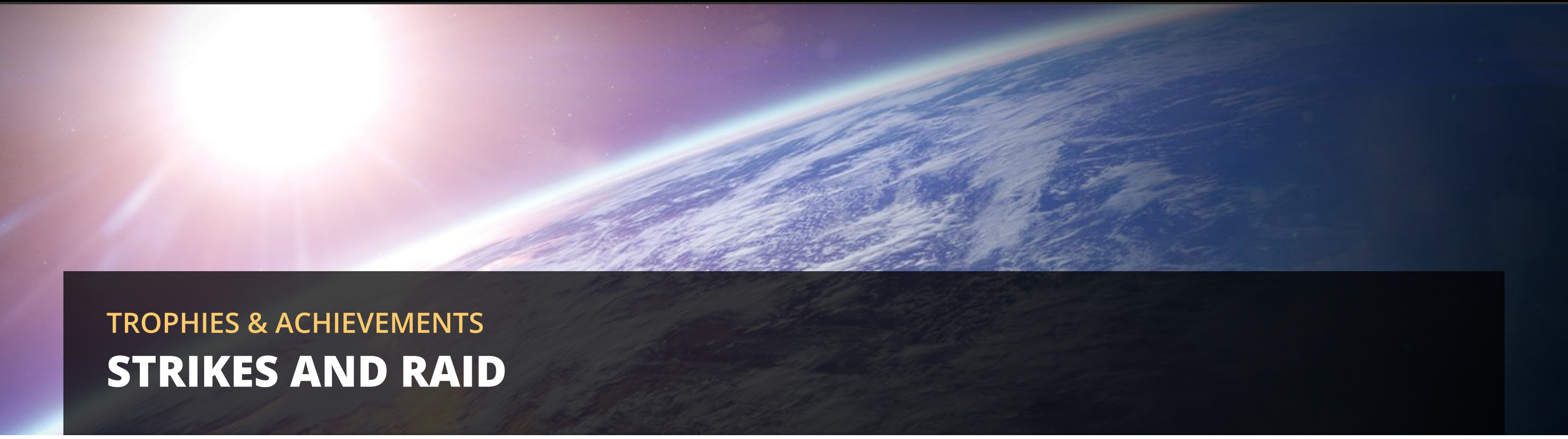


TROPHIES & ACHIEVEMENTS

KILL ENEMIES

Complete the following feats by killing enemies throughout the Story and Strike missions. Precision kills are required for the first four. Find a tight group of foes and use a strong explosive attack on them to get Blink of an Eye. Simply take down Riksis during the Restoration mission on Earth to get Dragon Slayer.

Emblem	Name	Description	Trophy	Gamer Score
	Bane of the Kell	Kill 25 Fallen with precision shots in 1 mission without dying.	Bronze	20
	Bane of the Dead	Kill 25 Hive with precision shots in 1 mission without dying.	Bronze	20
	Bane of the Machines	Kill 25 Vex with precision shots in 1 mission without dying.	Bronze	20
	Bane of the Emperor	Kill 25 Cabal with precision shots in 1 mission without dying.	Bronze	20
	Blink of an Eye	Kill 5 enemies in 3 seconds.	Bronze	20
	Dragon Slayer	Kill a champion of the Dark.	Bronze	20

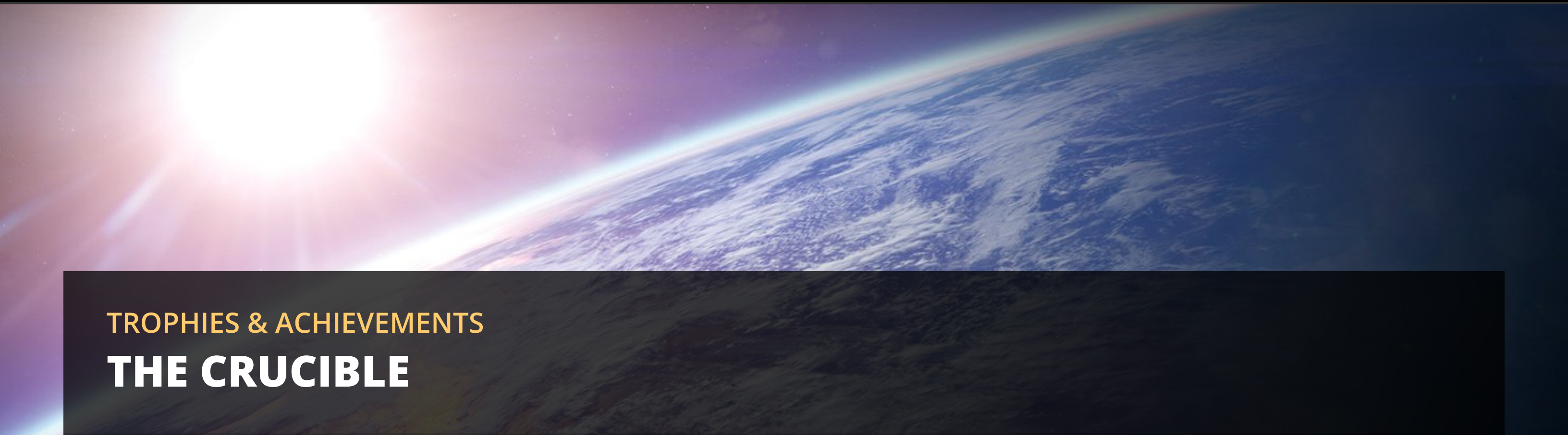


TROPHIES & ACHIEVEMENTS

STRIKES AND RAID

Completing Strikes and the Raid with clan members and without dying earns you several accomplishments. The Raid is difficult enough by itself, but you need to complete it on Hard difficulty to earn Epic Raider. Find a good team to help with these. You earn A Friend Indeed by resurrecting five fallen Guardians in any mode.

Emblem	Name	Description	Trophy	Gamer Score
	A Friend Indeed	Resurrect 5 fallen players.	Bronze	20
	Rising Vanguard	Complete a Strike.	Bronze	20
	Strength of the Pack	Complete a Strike with a full Fireteam consisting of only your clan members.	Bronze	20
	Flawless Striker	Complete a Strike without anyone in your Fireteam dying.	Bronze	20
	Raider	Complete a Raid.	Silver	30
	Raiding Party	Complete a Raid with a full Fireteam consisting of only your clan members.	Silver	30
	Epic Raider	Complete a Raid on Hard difficulty.	Gold	45
	Flawless Raider	Complete a Raid without anyone in your Fireteam dying.	Gold	65

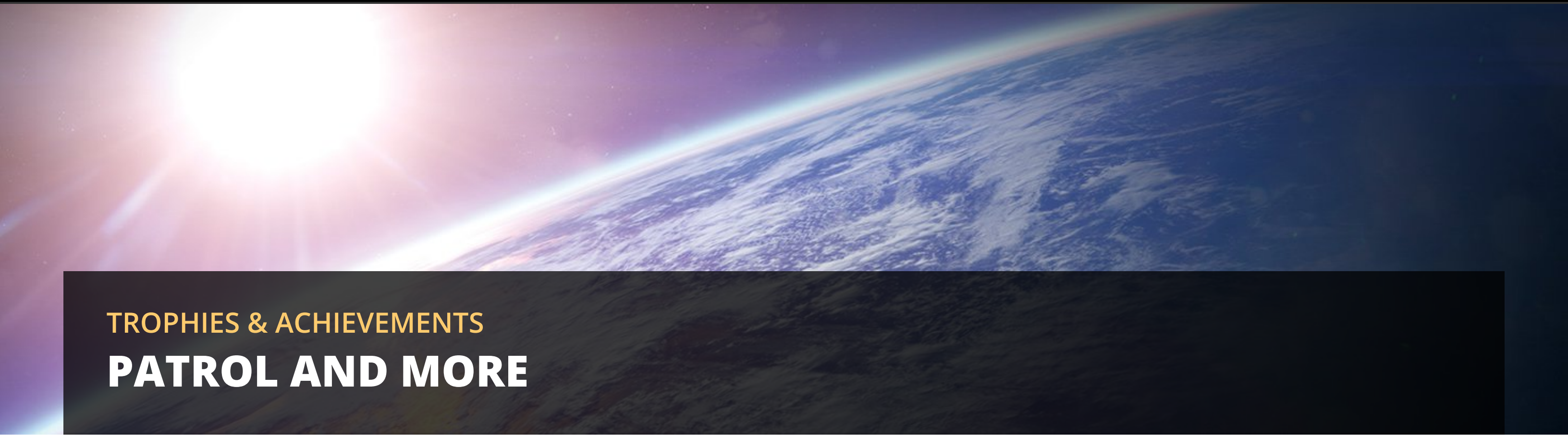


TROPHIES & ACHIEVEMENTS

THE CRUCIBLE

Jump into PvP and throw down with your fellow Guardians to earn the following awards. Complete Crucible bounties to build your reputation and reach the maximum weekly score.

Emblem	Name	Description	Trophy	Gamer Score
	Ask Questions Later	Earn a first strike kill in PvP.	Bronze	20
	Notorious	Earn the maximum weekly Crucible score.	Silver	30
	Finders Keepers	Assist in capturing 50 capture points in Control.	Bronze	20
	Relic Hunter	Assist in capturing 20 capture points in Salvage.	Bronze	20
	Excessive Force	Register 25 kills in PvP with heavy weapons.	Bronze	20
	Hunter Killer	Kill 100 Hunters in PvP.	Bronze	20
	Giant Slayer	Kill 100 Titans in PvP.	Bronze	20
	Witch Hunt	Kill 100 Warlocks in PvP.	Bronze	20
	Triple Play	Kill a Hunter, Titan, and Warlock without dying in a PvP match.	Silver	30



TROPHIES & ACHIEVEMENTS

PATROL AND MORE

Complete Patrol missions and Bounties to earn Vanguard Reputation, reach a score of 777 in your Grimoire, and earn Gold Tier on 10 public events to round out the accomplishments. Ghost Hunter is earned by finding 50 hidden Dead Ghosts.

Emblem	Name	Description	Trophy	Gamer Score
	Ghost Hunter	Discover 50 Dead Ghosts.	Bronze	20
	Vanguard Honor	Attain Vanguard Rank 3.	Bronze	20
	Valorous	Earn the maximum weekly Vanguard score.	Silver	30
	Lucky 7s	Attain a Grimoire score of 777.	Bronze	20
	Public Defender	Earn the highest tier of completion in 10 public events.	Bronze	20
	Guardian Lord	Obtain all trophies in Destiny.	Platinum	N/A